

























*YOUNG FOLKS'*  
ENCYCLOPÆDIA  
OF ETIQUETTE













*Photo by Joel Feder*

## FINISHING TOUCHES

These delightful menus, place cards, etc., were made from Dennison's crêpe paper and gum seals. Their special charm lies in the fact that the children themselves can make them.



272

✓ *YOUNG FOLKS'*  
**ENCYCLOPÆDIA  
OF ETIQUETTE**

BY  
*Mrs* NELLA (BRADDY) *Henney*



GARDEN CITY, N. Y., AND TORONTO  
DOUBLEDAY, PAGE & COMPANY  
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PENITENTLY  
TO  
MY MOTHER







## AUTHOR'S NOTE

THE other day I ran across this sentence: "Etiquette permits mean conduct, vulgarity, dissoluteness, and punishes only one crime, the crime of being found out." That is not the kind of etiquette with which this little book is concerned. It is an attempt to strip the word of the petty and over-nice formalities commonly associated with it and to present only the essential basis of all pleasant social intercourse—good manners.

Even while the book was in manuscript, long before it was translated into "galley" proofs, the question rose as to *how* the children should be taught to conform to these rules of polite behavior. A colossal task it would be to explain that! The story comes to mind of the old colored man who upon being asked how he had managed to bring up so large and well-behaved a family answered, "Boss, I raised 'em with a barrel stave and I raised 'em frequent." I hold no brief for the barrel stave, nor for the Biblical rod, the hair brush, the peach tree twig, nor the vicious little plant which grew in my grandmother's back yard and so far as I know never grew anywhere else—"tea-weed"



they called it. Yet there must be discipline—discipline, precept, and example, these three, and the greatest of these is example. The crab mother in the fable with all her anguished pleading could never teach her children to walk forward instead of backward because she could not *show them how to do it*.



# CONTENTS

## CHAPTER I

THE INFANT YEARS . . . . .	
The Threshold. Announcing the Baby's Birth. Responding to the Announcement. Preparations for the Christening. The Christening. After the Ceremony. Public Appearances.	

## CHAPTER II

TABLE MANNERS . . . . .	12
Table Manners as an Asset. Be Clean. Be Courteous. Be Careful.	

## CHAPTER III

CULTURE . . . . .	23
Environment. Conversation. Books. Toys. Music.	

## CHAPTER IV

"PERSONAL" . . . . .	32
Cleanness. Dress. Modesty. Odds and Ends.	

## CHAPTER V

HOME AND FAMILY . . . . .	38
Brothers and Sisters. Older People. Servants. Pets.	



## CHAPTER VI

	PAGE
WHEN COMPANY COMES . . . . .	46
Company. The Visitor's Rights. The Child's Rights. Big Sister's Callers. Refreshments. At the Front Door. Over the Telephone.	

## CHAPTER VII

OTHER PEOPLE'S CHILDREN . . . . .	52
Selecting Playmates. The Undesirable Playmate. The Persistent Caller. The New Friend. Having Company. When Johnny Goes A-Visiting.	

## CHAPTER VIII

IN PUBLIC . . . . .	59
Deportment on the Street. Salutations. Hats and Caps. On Street Cars, Etc. On the Train. Shopping. Chaperonage. Theatres, Concerts, Etc. Motion Pictures. Church.	

## CHAPTER IX

SCHOOL . . . . .	73
The First Days. The New Pupil. The Teacher. In the Schoolroom. On the Playground. Boarding School.	

## CHAPTER X

CARDS. . . . .	79
Visiting Cards. Other Cards.	

## CHAPTER XI

INTRODUCTIONS . . . . .	81
Presentations. Acknowledging an Introduction.	



## CHAPTER XII

PAGE

### CORRESPONDENCE . . . . . 84

Stationery. Post and Postal Cards. Correspondence Cards. Personal Letters. Business Letters. Invitations. 1. Informal Party Invitation Addressed to a Mother. 2. Informal Party Invitation Addressed to a Child. 3. Formal Invitation to a Dance. 4. Informal Invitation to a Dance. 5. Invitation to a Picnic. 6. Invitation for a Week-end. Envelopes. Spelling.

## CHAPTER XIII

### FUNERALS . . . . . 96

The House of Sorrow. The Funeral Service. Condolence. Mourning.

## CHAPTER XIV

### RIDING AND DRIVING . . . . . 100

Automobiling. Bicycling. Riding.

## CHAPTER XV

### SPORTS AND SPORTSMANSHIP . . . . . 104

Games. Bathing. Boating. Hunting. Fishing. Hiking. Scouts.

## CHAPTER XVI

### POLITENESS AND PATRIOTISM . . . . . 114

Patriotism. The American's Creed. The Parts of the Flag. The Colors of the Flag. Raising the Flag. Saluting the Flag. Displaying the Flag. A Worn-out Flag. Special Days for Displaying the Flag. National Songs.



PAGE	
SUGGESTIONS FOR PARTIES AND OTHER ENTERTAINMENTS- - - - -	123

Parties in General. New Year. Valentine. Washington's Birthday. St. Patrick's Day. April First. Easter. May-time. Fourth of July. Hallowe'en. Birthdays. Sewing Parties. A Peanut Party. Mock Outdoor Track Meet. A Carnival of the Five Senses. A Surprise Party. A Pound Party. A Tackey Party. Candy Pulling. An Indian Party. A Clover Party. A Spider Web Party. A Bon Voyage Party. A Sweet Pea Party. A Bubbles Party. A Japanese Party. A Shadow Party.

PAGE	
ONE HUNDRED INDOOR AND OUTDOOR GAMES - - - - -	159

Animal Hunt. Alphabet. Androscoggin. The Bachelor's Kitchen. Baste the Bear. Bean Bags. Beast Bird or Fish. Blind Man's Biff. Blind Man's Buff. Blind Man's Wand. Book-Binder. Bull in the Ring. Buzz. Cat and Rat. Catch and Pull. Charlie Over the Water. Chickens for Sale. Circle Catch Ball. Club Fist. Co-Sheep. Counting out Rhymes. Dance of the Cushion. Dodge-Ball. Do This and Do That. Dramatic Adjectives. Drawing. Drop the Handkerchief. Duck on a Rock. The Farmer is Coming. Fire! Fire! Fly Feather. Follow the Leader. Forfeits. Fox. Fox and Geese. Fox and Hen. Frog in the Mill-Pond. Fruit Basket. The Game of Flowers. A Geography Game. Going Through the Brier Patch. Going to Jerusalem. Good Morning. Gossip. Guessing Game. Ha! Ha! Hail Over. Here I Bake, Here I Brew. Hide and Seek. Hop Over. Hot and Cold. Hot Cockles. Hunt the Whistle. It. Jack Frost. Jack in the Bush. Jacob and Rachael. Japanese Crab Race. A Jingling Match. Lame Fox. Leap-frog. Lost Cap. Master of the Ring. The Missing Ring. Musical Contest. Musical Neighbors. Noah's Ark. Panjandrum. The Parish Priest. Passing the Club. Pi. Poison Circle. Pom Pom Pullaway. Poor Pussy. Prisoner's Base. Puss



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in the Corner. Sail a Boat. Simon Says. Shakers.  
Shouting Proverbs. Sling the Monkey. Spoons. Spud.  
Statue. Still Pond. Tag. Target Flip. Ten Steps. Three  
Deep. Thimble Thimble. Tick Tack Too. Tom Tiddler's  
Ground. Trade Pantomimes. Traveller's A. B. C. Twirl  
the Platter. Up Jenks. Weather Cock. Who Are You?  
Wink. Yemari.







## LIST OF ILLUSTRATIONS

Finishing Touches . . . . .	<i>Frontispiece</i>
	<small>FACING PAGE</small>
“And the Star-Spangled Banner in Triumph Shall Wave” . . . . .	114
Ready for the Party . . . . .	146
A Party Dress That Will Gladden the Heart of any Little Girl . . . . .	147







*YOUNG FOLKS'*  
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## CHAPTER I

# THE INFANT YEARS

*"If they [manners] are superficial so are the dew-drops which give such depths to the morning meadows."*

## THE THRESHOLD

IT IS possible to gloss an adult over with a superficial social veneer which will answer all ordinary purposes just as it is possible for a skilful cabinet maker to cover an inferior wood and fashion an article which will, except under a very severe test, pass as genuine. But if courtesy is to be the real thing, guaranteed not to crack, peel, or blister, it must be of the fibre of one's being. The qualities which make the oak all lie within the acorn; and a child's training in politeness should begin at least with his grandfather and should be almost finished by the time the youngster himself is six years old.

Good manners in children presuppose good manners in those who have them in charge; and the child who falls heir to a fine spirit of courtesy is far richer than one whose only heritage is money, even though it be millions. Children do not snatch the torch of good behavior from some burning bush as they enter



the wilderness. It is handed down to them just as it has been handed down since the earliest days of mankind, and with the ungentle treatment it has had at certain points along the journey there is small wonder that now and then the flame burns rather faintly.

The rising generation has always been wild, has always been hanging over the ragged edge of destruction. Eve doubtless wondered what the world was coming to when she considered the conduct of her two sons, Cain and Abel. But however much parents deplore the manners of their children they must remember that they themselves are the strongest force that enters into the shaping of their character and deportment.

### ANNOUNCING THE BABY'S BIRTH

THE accepted way of announcing the arrival of a child is for the parents to send cards to their friends within a week or so after its birth. A reliable stationer can always furnish the latest mode, but a style which has been approved for years is a card somewhat larger than a woman's visiting card bearing the name of the father and mother and, fastened to it by a tiny bow of white ribbon, a very much smaller card bearing the name of the infant or the word, "Son" or "Daughter" if the delicate question of what to call the baby has not been settled.

Another style which has won favor is the sending of the joint card of the father and mother with the



name of the infant engraved across the top in small letters.

Many people prefer the quaint and delightful cards specially designed for the occasion as being more intimate than those which are engraved. Others send no cards at all but write notes to their closest friends to apprise them of their good fortune.

## RESPONDING TO THE ANNOUNCEMENT

**T**HE person who receives one of these announcements should respond at once by sending his card with "Hearty congratulations" pencilled on it, by writing a cordial note expressing his joy at the happiness of the parents, or by dispatching a simple gift addressed to the child itself.

## PREPARATIONS FOR THE CHRISTENING

**I**F, ABOUT six weeks after his arrival, the infant has laid fast hold upon the thread of life and his mother is ready to resume her social duties, plans are made for his christening.

When the religious faith of the parents demands sponsors they should be chosen from among relatives or very close friends, for while it is commonly accepted to mean only a pledge of friendship and good will, there are many people who look upon it as a sacred trust not lightly to be undertaken. The invitation should be given in person, or if that is im-



possible, in a very warm note. Since men have a way of shifting all social responsibility to their wives the mother will probably have to ask the godfather as well as the godmother, and even if her husband has already made the request she should supplement it with a note somewhat like the following:

*Dear Mr. Scott,*

*Jack and I will be very happy if you will consent to be godfather for our son, John Hanson Windsor, Junior. My sister, Helen, is to be his godmother. We have arranged for the christening at four o'clock next Sunday afternoon in our drawing room and hope that you can be present on the occasion. With kind regards in which my husband joins, I am,*

*Very cordially yours,  
Elizabeth M. Eaton.*

*654 Madison Ave.*

*June 10, 19—.*

A child may have three sponsors, two women and one man if it is a girl, two men and one woman if it is a boy; or if the mother prefers there may be only two, a godfather and a godmother.

A sponsor should answer the invitation immediately, and two or three days before the baptism should send the child a gift of some kind. A bit of silver bearing his name, simple jewelry, a gold piece, a savings bank account, a garment or a set of garments, or any dainty little carriage or toilette acces-



sory are suitable. Flowers may be sent to the mother.

The number of guests at a christening depends entirely upon the desire of the parents. There may be present only intimate friends or the affair may be made one of social prominence in which event the ceremony should be followed by a reception or dinner. The invitations may be informal notes or engraved cards, thus:

*Mr. and Mrs. John Lewis Towne  
request the pleasure of your company  
at the christening of their daughter  
on Wednesday, April tenth  
at five o'clock at  
St. Paul's Chapel*

## THE CHRISTENING

THE christening takes place at the church or in the drawing room at a time which will not interfere with the baby's regular hours for eating and sleeping.

The decorations should not be so stiff and formal as to suggest a wedding or a funeral though flowers may be used in great profusion. Easter lilies and palms used in conjunction with tall white candles lend dignity and solemnity to the scene, but apple blossoms, valley lilies, or carnations with delicate vines and ferns are equally effective.



The baby's robe may be an heirloom replete with family traditions or it may be a dress made especially for him, a little more elaborate but none the less comfortable than those he wears every day. He may be handled with much more ease and grace if he is brought in on a pillow or a *porte-bébé* which has a coverlet into which the tiny limbs may be slipped and fastened. This may be of exquisite lace and embroidery, but lavishness in any of the appointments is in extremely poor taste.

Ordinary street dress is appropriate for the mother if the ceremony takes place at church but if it is at home she may wear a reception gown.

In entering the church the baby is carried up the aisle in the arms of the nurse who walks beside the mother, the sponsors following in the order of their seniority. The mother seats herself in the front pew while the elder godmother takes her place beside the nurse and walks with her until they stand in front of the clergyman. At the proper time she takes the child from the nurse and places it on the left arm of the clergyman, pronouncing his name distinctly as she does so. When she is not sure she can remember it—and even mothers have been known to forget—she had better write it down on a slip of paper and have it where she can refer to it in the event that it becomes necessary. When the clergyman returns the child she may give it to the nurse or hold it herself during the rest of the ceremony. In a simpler form of christening where there



are no sponsors the mother herself gives the child to the minister.

Father and godfather are decorative rather than useful and should therefore try to look as amiable and handsome as possible. If healths are drunk the godfather proposes that of the child.

It is said to be a sign of good health if a child cries at the baptismal font and with this the mother must console herself if the conduct of her offspring is not what she would like for it to be. On this one occasion it is the divine right of the young monarch to do exactly as he pleases.

There is little difference in the order of procedure when the christening takes place at home. Father and mother receive their guests together, and when they are comfortably seated the rites begin.

## AFTER THE CEREMONY

**A**FTER the ceremony is over and the infant has been sufficiently admired he should be sent safely away to the nursery while the older people either disperse to their homes if the christening has taken place at church and there are no festivities to come, or else gather for the reception or dinner or whatever else the parents may have in store for them. The clergyman should be invited and if food is eaten, whether or not it is customary to have a blessing in the home, he should be asked to pronounce one. If the company goes to the dining room he escorts the



grandmother, or if she is not present, the mother. If both grandmothers are present preference is given the elder.

The mother may exhibit to her friends the gifts which have been presented to the child but the cards of the donors should be removed before it is done.

In addition to the soft music which is played during the ceremony there may be special numbers, but if the christening takes place in the drawing room these should not come until the small person in whose honor the company is assembled has been sent away. He is not likely to appreciate additional details even when they include the tenderest and most beautiful of lullabies or cradle songs. At a church service his presence throughout the affair is almost compulsory since there is no graceful and inconspicuous way in which he can make his exit.

## PUBLIC APPEARANCES

**A** MOTHER has no right to carry an infant to places of amusement or instruction where he is sure to interfere with the enjoyment of other people. It sometimes means that she will have to deny herself theatres, lectures, and concerts, but motherhood is made up of such denials.

When the baby is wheeled down the street he is likely to be beset by well-meaning grown-ups who poke their fingers into his face, jab him in the ribs, make mouths at him, chuck him under the chin, kiss



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him, and otherwise injure his dignity. The child was never born whose disposition could stand this sort of thing. If the mother is with him she must remonstrate politely but firmly, and the nurse should be instructed to say, "Mrs. So-and-So does not like for people to kiss the baby," or "The baby has not been well lately and its mother does not want it to be excited," or whatever else is necessary to ward off his effusive admirers. The mother will probably be thought a crank but at any rate the child will not grow up nervous and irritable from misguided attentions.



## CHAPTER II

### TABLE MANNERS

*"A child should always say what's true  
And speak when he is spoken to,  
And behave mannerly at table;  
At least as far as he is able."*

#### TABLE MANNERS AS AN ASSET

THE two subjects upon which everyone has to pass a rigid entrance examination before he is admitted to the inner circles of good breeding are his way of eating and his way of speaking. His language a child will catch without conscious effort on his part from the people among whom he lives but his manner of eating he must be taught with infinite care and patience for it is a thing which man has evolved through centuries of civilization, and the natural instinct of a child revolts against it.

Whenever possible the punishment should fit the crime, and since the penalty which bad table manners brings is exclusion from the homes of well-bred people the child who does not observe the ordinary rules of dining-room etiquette should not be allowed to keep his place with the other members of the family at mealtime.



The chief mistake in teaching table manners is to confuse the youngster with a multiplicity of Do's and Don't's when the whole thing might be reduced to three simple precepts, Be Clean, Be Courteous, and Be Careful.

## BE CLEAN

**D**URING the greater part of the day it is a child's privilege to be as outrageously dirty as he needs to be in order thoroughly to enjoy the games he plays and the work he does but when he comes to the table, for the sake of those with whom he eats as well as for his own, his hair should be neatly brushed, his face and hands free from grime and dirt, and his fingernails as near immaculate as soap and water and a stout nail brush and file can make them.

As soon as he has graduated from a bib he should begin using a napkin, not clumsily knotted around his neck but laid across his lap once unfolded; and he should take pride in keeping it, his clothes, and the tablecloth unspotted. At the conclusion of a meal in a public dining room or in the house of a friend the napkin is not folded, but at home where it has to serve for two or three meals it should be folded square before it is placed at the side of the plate.

Napkin rings should never be used at a formal dinner or anywhere else except in a home or a boarding house where fresh serviettes are not supplied three times a day and common decency demands



that each person use the same one for successive meals. It is better, however, to have some other means of identification, for the habit of rolling or folding a napkin to fit a napkin ring has an embarrassing tendency to stick.

The finger bowl is used at the conclusion of a meal or of a fruit course. It is half filled with water and set upon a plate on which a small doily is laid. It may contain a slice of lemon, a flower, or a few drops of orange water. The lips are lightly dabbed with the tips of the fingers and each hand in turn is dipped into the bowl, and dried with the napkin on the knees. The whole performance is conducted without splashing and without noise.

Children are as prone to accidents as the sparks that fly upward; and there is no reason in scolding Johnny when he overturns a glass of tea or upsets a cup of cocoa or sends a piece of meat bounding across the room. He is probably as sorry as any one else and the mishap should be forgotten after he has apologized for it. If it occurs at the table of a friend and involves the breaking of a bit of china or glass an effort should be made to replace the broken article. When food falls on the tablecloth it should be allowed to remain, but if it falls against the clothing it may be removed with the point of the knife or the corner of the napkin.

At the conclusion of a meal crumbs should not be scraped into neat little piles beside each plate nor should the dishes be stacked in the manner sacred



to the traditions of cheap boarding houses. The time for cleaning up is not while the diners are still gathered around the board.

## BE COURTEOUS

**PUNCTUALITY** is the first law of table courtesy. The family does not like to be kept waiting and the cook does not like for her carefully prepared dishes to get cold.

Whether there shall be grace before meat depends entirely upon the will of the mistress of the household and not upon any rule which a book on etiquette may formulate. The custom had its beginning in the times when men hunted for their food and a good dinner was a thing not to be had every day and was therefore looked upon as a special dispensation when it came. To-day there are many people, who, feeling that asking a blessing before a meal and not before a sunset or a walk or a visit to friends or any one of a hundred or so other delightful things places undue weight upon something which is comparatively insignificant, have done away with it altogether. If it is pronounced it may be before the guests are seated or after they have taken their places, but however it is done, all heads should be reverently bowed and absolute quiet should obtain.

A child should not be seated until after those older than he are in place. He should be careful to sit far enough back from the table not to have to spread



his elbows like wings when he uses his knife and fork and close enough not to have to lean forward and snap at his food. It is a pretty little attention for a lad to place his mother's chair, especially if his father is not present to do it.

All conversation should be on pleasant subjects. A well-bred child will not comment disagreeably upon the food which is set before him, but if there is something particularly objectionable he will speak to his mother about it afterward. There cannot be too abundant use of such expressions as "Thank you," "May I?", and "Please."

The appointments of the table and the dining room have a very real influence on the people who are gathered around to eat and be merry. A bowl of flowers or a vase of leaves, plates garnished with sprigs of parsley, sandwiches daintily cut, salads attractively served, clean napery, walls finished in soft colors, beautiful pictures to rest the eye—all of these add greatly to the pleasure of the diners not only in their enjoyment of the food but in their enjoyment of each other.

The ideal manner of eating is with "indifference, calmness, and cleanly circumstance." It is unspeakably ill-bred to chew with the mouth open, to talk while there is food in it, to smack the lips to show satisfaction, or to blow upon food to cool it. A child may ask for a second helping but he should not be allowed to devote himself to his favorite dish to the exclusion of everything else on the table. Aside from



the fact that it is not good for him it may be somebody else's favorite dish. The rules of health as well as politeness forbid his bolting his food so as to get back out to play.

Toying with the table furniture, clinking the glasses, resting the elbows on the table, or leaning back in the chair are not in keeping with the rules of refined manners in the dining room.

When for some urgent reason a child has to leave the table before the end of a meal he should first catch the eye of the hostess, and saying, "Excuse me" rise quietly and depart. At the conclusion of a meal everyone waits until the hostess has signified that it is time to rise. Chairs should not be pushed aside unless they are in the passage-way, and children should let their elders lead the way out.

### BE CAREFUL

**N**O CHILD should ever be expected to sit through the torture of a formal dinner, but every child should be so thoroughly trained to the niceties of dining-room etiquette that when the time does come for him to take his place at banquet boards he can do so without embarrassment or fear. The conventional way of eating is practically the same everywhere and any one who is well-grounded in its basic principles need not quail before the most formidable array of servants and silver. Whenever he is in doubt as to what course to pursue the child should



watch his hostess, not openly but surreptitiously, and take his cue from her.

In any catalogue of things which every child should know, the correct way of preparing a table for a meal, especially if the child is a girl, would have to be placed near the top of the list. It is as important to place things properly as it is to use them properly after they are placed; and if the table is correctly laid there will not be many times when the small diner has to turn his questioning eyes in the direction of his hostess.

Before it is set for a dinner a table should be covered first with a silence cloth of asbestos or heavy flannel and then with a linen cloth of irreproachable whiteness. At a luncheon it may be left bare except for doilies and mats. The plates should be arranged symmetrically around the table about two inches from the edge and with an allowance of something more than two feet for each cover. The breakfast plate is slightly smaller than the regulation dinner plate but it is similarly placed. At the left of the plate are the forks—three at a formal dinner, one for fish, one for meat, and one for salad—the napkin, and at every meal except an elaborate dinner a bread and butter plate with the bread and butter spreader laid across it. At the right of the plate are the knives and spoons and the long-handled fork which is used for oysters. It is either placed at the extreme right or laid across the knives. Almost on a line with the bread and butter plate is the water glass. Knives,



forks, and spoons are arranged so that they are used from the outside in, and if the meal is to begin with soup a large soup spoon is at the extreme right with the other implements placed in the order in which they are to be employed. There should not be an extravagant display of silver, and if the meal is in many courses, it is best to place the silver with the course instead of having it all on the table at the beginning.

The knife is used for cutting meats and for spreading butter when butter spreaders are not furnished. Few things so quickly mark a man as vulgar as using it to carry or to help carry food to the mouth. Bread should be buttered and meat should be cut as it is eaten. Only when the child is so small that the mother or the nurse has to do it for him is it permissible to butter the whole slice of bread at once or cut the whole portion of meat into mouthfuls.

The fork is held in the right hand, tines up, except when it is used in conjunction with the knife to cut meats. It is never grasped in a belligerent fist in spite of the fact that this seems to be the way Nature directs. It is used to convey most foods to the mouth, to cut lettuce, chicory, salads, frozen puddings, melons, ices, and so on, but it is never used to mash foods together or to shovel them into the mouth. When it is not in active service it rests upon the plate and at the conclusion of the meal or when the plate is passing for a second helping, it and the knife lie across it, points toward the centre, handles on the



edge. The knife and fork should never be balanced in midair while their owner talks or waits for his plate to come back to him, nor should the fork loaded with food ever be poised halfway between the plate and the mouth.

The spoon is used to stir tea, coffee, etc., and to convey soups, certain desserts and cereals, soft-boiled eggs, and other foods of the same kind to the mouth. After a beverage has been stirred and a few spoonfuls sipped to test the temperature and sweetness the spoon is laid aside. It should never be allowed to remain in a vessel from which one is drinking and it should not be perched against cups or glasses so that it is likely to tumble out on the tablecloth. Soups should be dipped up with an outward motion and sipped from the side of the spoon. Only the amount of any food that can be taken into the mouth at one time should ever be lifted on a spoon.

Breads, crackers, celery, radishes, nuts, most raw fruits, bonbons, corn on the cob, olives, and many other similar foods are eaten with the fingers. (Crackers should never swim around in a plate of soup but should be placed at one side. Small ones need not be broken up but larger ones are eaten in the same way that any other bread is consumed.) Cake is eaten with the fork when it is in layers but small cakes, lady fingers, macaroons, etc., are eaten with the fingers. Small sandwiches are taken into the fingers, but an elaborate affair of tomatoes, bacon, chicken, and lettuce cannot be so easily disposed of.



Apples, pears, peaches, and other similar fruits are cut into quarters, and the quarters peeled and eaten with the fingers. Oranges except when they are served in halves to be eaten with a pointed spoon should be peeled and cut into mouthfuls. Eating them plug by plug is a tedious and unbecoming process. Agreement has not been reached as to the propriety of taking up a piece of asparagus with the fingers, dipping it in sauce, and carrying it to the mouth, but such a performance which at its best is ungraceful is not to be encouraged. Burr artichokes are eaten leaf by leaf, each leaf being first dipped into sauce. Bones are never taken up in the fingers except when one is dining with intimate friends and the hostess urges it.

The plates are warmed (not heated) for the hot courses and cooled for ices and certain salads, and the waiter (and the art of waiting on the table is something else which belongs in the catalogue of things every child should know) should test the temperature of a dish carefully before lifting it. Dishes are presented at the left of each person beginning with the lady at the right of the host with the first course and varying thereafter so that the same person will not be served last every time. No word of invitation is necessary as viands are presented. Glasses should be kept filled with water throughout the meal. Vegetables, since they are not pleasing to look at, should not be allowed to remain on the table, and after they have been passed once should



be placed on a side table until later when they are passed a second time.

Salt may be very troublesome in damp climates or during humid spells of weather. It should be thoroughly dried before it is brought to the table and the diners will not be driven to desperate measures such as pounding the cellar on the table or the palm of the hand or unscrewing the top and emptying a part of the contents on the side of the plate. Only in the kitchen should one ever take a pinch of salt between the fingers to season food. In the dining room the tip of the knife or the tines of the fork may be used to distribute it. Open salt cellars with a salt spoon are preferable to the old-fashioned shakers.

Salt cellars, bonbon dishes, and other small dishes are never placed on the centrepiece but are set out toward the edge of the table. Nothing should ever be placed on a table that has no practical use there. The centrepiece should furnish a veritable feast for the eye and should be chosen not only for its intrinsic beauty but for the way in which it fits into the surroundings. Candles are very decorative but they should never be used with electric lights nor in a small dining room on a hot day. Blue or green shades make the light a ghostly glare but red, rose, or yellow gives a soft radiant glow which is infinitely pleasing, or the candles may be left unshaded and the effect is charming.



## CHAPTER III

# CULTURE

*"Then Nature said, 'A lovelier flower  
On earth was never sown;  
This Child I to myself will take;  
She shall be mine, and I will make  
A Lady of my own.'"*

## ENVIRONMENT

THE poet blithely says that it is as easy to be good in June as it is for the grass to be green or the skies to be blue. Mothers will hardly agree with this but it is beyond question that it is easier to conduct oneself with grace and good feeling toward all men in pleasant surroundings than in sordid hovels among people who are irritable from overwork.

If we could rightly know how to enlist the aid of Nature our problem would be solved and there would be no need for a book on etiquette for young folks. Thrice blessed is the child who lives where he can spend most of his time in God's great out of doors, not that of the city streets, and has someone to teach his mind to see and his heart to understand. But even he cannot stay always in the woods and fields



gathering beauty of mind and soul and strength of body from the floating clouds, the stars of midnight, the murmuring rivulets, and the other things which Wordsworth tells about; and his home, like that of every other child, should be furnished in such a way as to create an atmosphere of good breeding. In many houses one may find the enlarged portrait of Uncle Ebenezer and the gaudy chromos of such beasts as never were on sea or land in Mary's or Johnny's room because, forsooth, there is nowhere else to put them. Alas, that this should be true! Better to risk Uncle Ebenezer's life-long wrath and the paltry legacy which he may leave behind by confiding him to the kitchen stove than that little souls thirsting for beauty look up and find only this.

We are at home in what we are most accustomed to, and the child who does not have culture as a part of his daily food will not have the "nameless grace of polished ease" when he finds himself among people to whom it is as natural as the air they breathe.

There is a good deal of misapprehension as to just what culture is; and because of a wrong conception of what constitutes a well-bred man the most polite ages have been called the least virtuous. A child who is trained to extreme proficiency in some branch of the arts or sciences but allowed at the same time to retain or develop a churlish, boorish manner cannot be called cultured any more than the one who, to the neglect of his mental, moral, and physical being is trained to an outward show of politeness. Briefly,



culture is the development of all of a man's qualities, mental, moral, and physical, to the place where he can most enjoy life and best serve mankind. There is no such thing as perfection of refinement, but as the mind and soul expand the standard of morals, manners, and tastes expands. The "perfect lady" and the "perfect gentleman" are people whom we do not like to meet, and in culture, which is merely another name for complete education, the consciousness of ignorance is the beginning of wisdom.

It is no easy task—this thing of giving culture and refinement, especially in the face of the distressing old saws about silk purses and sows' ears, thorn bushes and date palms and Plato's dictum: "A boy is the most vicious of all wild beasts." But there are degrees of excellence even among thorn trees, and the thorn as well as the date has its uses. The most comforting and most applicable of the proverbs laden with the wisdom of ages is the one which says that time and patience will change the mulberry leaf into satin. And both time and patience are needed in giving to a child a "cheerful, intelligent face" which according to Emerson is the end of culture, and in itself is success enough for any one.

## CONVERSATION

**I**T IS not fair to the child to let the conversation in the home degenerate into inane drivel, idle or malicious gossip, complaining remarks about the



price of necessities, or a series of *Johnny, don'ts*. All sorts of things are left to talk about—the delightful happenings of the day, jokes, pleasantries, plans for other days, current events, except murder cases and sensational scandals; even politics of the masculine part of the household (and feminine, too, in these days of equal rights) can enter this realm without too great vehemence.

Particular pains should be taken to use language dipped from “purest wells of English, undefiled,” for next to excellencies of character no more valuable passport can be given to the little pilgrim as he starts down the long highway of life than a comprehensive knowledge of his mother tongue and a facility in using it.

Almost as important as the content of the conversation is the tone of voice and manner in which it is carried on. Children are quick to imitate, and whole families are sometimes very disagreeable to talk to because the mother or some other highly influential member has a displeasing voice and the others have caught her inflection. Lord Chesterfield's idea of a gentleman (we do not say perfect gentleman) was a man in whom were united the solid character and worth of the Englishman and the grace and ease of the Frenchman. Among the many elements which entered into the combination there were few over which he showed more concern in the letters which he wrote to the son of whom he was trying to make such a gentleman than the matter of enunciation.



He begs the boy to read aloud to his tutor and ask him to correct him when he falls into a rapid and unintelligible mutter and to try in every way to cure himself of it. From the time of Shakespeare and many years before to the time of the telephone, and we may be sure for many years after, great emphasis has been placed on the gentle voice—the voice with the smile.

## BOOKS

**I**F A father held his son and forced strawberry shortcake down his throat he would not be surprised if the child hated him and despised the cake even though under ordinary circumstances it might be his favorite dessert. Yet most parents present books to their children in very much the same way and then wonder why Mary and Johnny turn away from those they ought to like and seek hidden places where they can revel in Nick Carter and the Duchess. There are very few books which can retain their popularity in the face of the parental and the pedagogical urge—"Treasure Island" is one, "Little Women", another—and the greatest service which the parent can offer is to surround the child with books and to indicate with the same polite civility with which he would offer shortcake that this book might be very pleasing. Picture books, biographies, story books, books of nature, books of history, books of all sorts should be at his disposal.



Every child should have in addition to the family library a library of his own; and if he has his own book plate—and the shops carry a sufficient variety of designs for him to have one which suits his own small personality—his pride in possession will give added pleasure to his enjoyment of the contents of the volume.

It is impossible for the average home to have all the books which the voracious appetite of a child demands but there is within reach a public library toward which the little feet should early be taught to turn. Books that pass unnoticed at home assume a new and alluring aspect when recommended by the mighty personage behind the desk at a public library. Borrowed books should be kept clean and returned promptly; and no book should ever be chewed, dog-eared (pages turned down at the corners), marked upon, torn, tossed about, left out in the rain, or otherwise abused.

Of inestimable value in inculcating the principles of courtesy are the stories of men renowned for their chivalry whether they are men of the tenth or the twentieth centuries; and the life of every boy will be richer through contact with such characters as King Arthur, Sir Walter Raleigh, Sir Philip Sidney, King Albert, Washington, Lee, Joffre, Kitchener, and many another name which illuminates the pages of history through sheer nobility of character, for in the last analysis true courtesy is nobility of character.

There are children who never learn to read. It is



a great pity for it means that they are locked out of one of the most enchanting playgrounds of childhood, the dear Land of Story Books, as Stevenson calls it, a playground to which they can return as old men and women and find rest and comfort. There are other children who do not learn to read until their interest in something makes them want to find out more about it. Mark Twain was of this kind. He was on the verge of manhood before he began reading, and then it was a leaf from a book which blew across his pathway one afternoon as he was returning from the printing office where he worked that started him. It was only a fragment from the story of the life of Joan of Arc but it was enough to set on fire the imagination of the lad and to lead to the voluminous and sympathetic reading which laid the foundation for his incomparable biography of the Maid of Orleans.

## TOYS

**I**F IT be true that the nations are least civilized which have fewest things for their children to play with, the United States ranks high among civilized nations; and if it be true that the nations with the highest ideals are those which give their children most things to play with, then the ideals of the United States are well-nigh perfection, however far from attaining them she may be. Every normal American loves a toy, and on Christmas morning it is hard to say whether father or son has the better time



with the little toy dog and the little tin soldier and the wonderfully made mechanical playthings.

Toys should be chosen for their value in developing the imaginative and the emotional sides of a child's nature, and those toys are best which leave most for the child to do. A top made from a spool and a piece of string is better, if the child himself makes it, than one elaborately constructed from steel and aluminum and furnished with a sort of music box which plays as it spins. The boy who gallops mile upon mile on a broomstick horse—steed far more gallant than ever Lochinvar bestrode—and the girl who yearns tenderly over a rag doll—and oh, what bliss a weather-beaten rag doll can afford—these are they who can dream dreams—these are the stuff of which mighty nations are made.

## MUSIC

A HOME without music is likely to be a home without harmony in other respects. Nothing so unites a family, nothing so quickly makes them forget the petty cares which infest the day, as gathering around to sing while sister plays the piano and brother accompanies her on the violin. With the phonograph nearly everyone has an opportunity to become acquainted with the best the world has to offer in the way of music, and it is an excellent means of cultivating one's taste; but machine-made melodies can never replace those made at home.



On the playground music furnishes a kind of discipline which automatically does away with friction and keeps the children moving not only in harmony with the tune but with each other. And under the spell of melody a child's best emotions are developed and intensified, patriotism, love, honor, loyalty, hope, and faith.



## CHAPTER IV

# "PERSONAL"

*"It is a part of good breeding that a man should be polite even to himself."*

### CLEANNESS

THERE are few children who enjoy having their necks and ears scrubbed but at the same time there are few who do not revel in the delicious feeling that comes from being perfectly clean after an orgy of dirt and sand. The disciples were taught that the body must be kept clean because it was the temple of the spirit, and this truth a child can grasp long before he can understand that the future of the race depends upon the cleanness and wholesomeness of its men and women. Secret cleanness which the child owes to himself is more important than outward cleanness which he owes to the rest of the world. No one minds surface dirt if it is not of long standing.

While the hour for bathing should not be turned over to such indoor sports as sailing bars of soap up and down the tub or splashing water nearly to the ceiling it should be managed so that the child will look



forward to it, if not with pleasure, at least not with dread, and those who administer the finishing touches should go about their task with mildness and deliberation.

Strong soaps and strongly scented soaps should not be used, and whatever toilette preparations are employed should be known to be pure. A little bran or coarse meal is usually the only additional cosmetic needed even for the lad who tinkers with machinery. A few drops of household ammonia in the bath are better than perfume for removing any unpleasant smell of perspiration which may cling to the body. It does away with the odor instead of exchanging it for one almost as bad. Pumice stone and lemon juice should never be used. The pain they cause by getting into the tiny cuts and scratches that are on the hands of every normal child will very quickly crush any aspirations toward cleanliness which he may have been entertaining.

The best time to look after the nails is immediately after the bath while the hands are soft. A nail brush and file, an orangewood stick, and a buffer constitute a small but efficient outfit. The nails should never be so long nor so pointed nor so polished as to be noticeable. Biting them is a detestable and unsanitary habit brought on by neglect—instinctively a child uses his teeth to get rid of hang nails and ragged edges—and like many another is easier to prevent than to cure. Once it is formed a drastic but effective remedy is a little quinine or some other



bitter substance rubbed on the tips of the fingers. Sucking the thumb is equally unhygienic, and aside from the disease germs which it introduces into the system, flattens the thumb, twists the mouth out of shape, and makes a most distressing spectacle for those who have to look at it.

A mouth badly cared for makes even a pretty child ugly, and decaying teeth result in stomach troubles and other serious maladies not the least unpleasant by-product of which is an offensive breath. Such a condition can be easily avoided by daily use of a toothbrush and infrequent visits to the dentist. After meals and before bedtime particles should be removed from between the teeth with dental floss. Toothpicks are as much out of date among well-bred people as pillow shams.

## DRESS

**A** WELL-DRESSED person begins at the bottom. A soldier is said to be only as good as his feet; no one in agony over a pinching shoe is altogether responsible for what he does, and a child suffering with aching feet cannot be blamed for any violation of the laws of etiquette of which he may be guilty. Comfortable shoes, clean feet, and clean stockings will do away with ninety-nine and a half per cent. of all foot complaints. If they fail it is time to see a chiropodist.

Neatness is usually the logical result of cleanness



and both are necessary to the well-groomed child. Neatness, not the precision of crotchety old maids and prim young ones, but a nice attention to the details of dressing and caring for the person.

It is the mother's prerogative to make herself as ridiculous and uncomfortable as she likes by the clothes she wears but this does not give her the right to do the same thing for her child. That which gives greatest freedom of movement and unites modesty with simplicity is the best dress for a child, or for any one else. Clothing should never be conspicuous. It was the boast of the best-dressed man England ever produced, Beau Brummel, that he could walk down the street unnoticed; and when a friend said to him, speaking of another, “He was so well-dressed that people turned to look at him,” the Beau answered with emphasis, “Then he was *not* well-dressed.”

Good material is more important than costly ornamentation. Dresses are like beauty unadorned—adorned most when they are least adorned. They should be chosen not only for their beauty in themselves but for the way in which they suit the small persons who are to wear them. They should fit and *they should hang evenly around the bottom of the skirt.*

Children should wear no elaborate jewels. Flowers and ribbons are more appropriate than pearls and rubies, but orchids, gardenias, and other rare and expensive blossoms should not be worn until after the middle teens are passed.

Girls sin against the law of harmony in color more



than boys because they have more opportunity, but both boys and girls should be taught not only what is pleasing in combination but what is becoming. Nearly all boys pass through a period when they want gaudy ties and love to wear in their buttonholes red roses almost as big as cabbages. While the spell is on them it is best not to deal with them too harshly—Ephraim is joined to his idols—and most of them grow out of it in the natural order of things.

## MODESTY

**M**ODESTY of dress should be an outward sign of an innate delicacy of thought and feeling. This last has been called the most precious of all the qualities which a child may possess. In fact, "The first character of right childhood is that it is Modest. A well-bred child does not think it can teach its parents, or that it knows everything. It may think its father and mother know everything—perhaps that all grown people know everything; very certainly it is sure that *it* does not. And it is always asking questions, and wanting to know more."

Modesty should not be confused with ungainliness or bashfulness. There is nearly always an "awkward age" during which the child finds that he has long and troublesome arms and legs and that he does not know what to do with them. Dancing, swimming, riding, and other athletic sports are great helps in teaching graceful management of the unruly members. Un-



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wonted clumsiness is often a warning that something is wrong, defect in sight or hearing perhaps. Such cases should be given immediate and expert attention.

## ODDS AND ENDS

A COUGH or a sneeze should be stifled in the handkerchief and the offender should say as soon as he has regained control of his breath, "Excuse me" or "I beg your pardon." A yawn should be smothered in the same way. When the nose needs the ministration of a handkerchief it should be given as unobtrusively as possible, and a child with a bad cold should not be allowed in the presence of other people, especially at mealtime.

Under no circumstances is it permissible to put the fingers into the nose or mouth, and, according to the good old proverb, nothing smaller than the elbow should ever be thrust into the ear.



## CHAPTER V

# HOME AND FAMILY

*"And though home is a name, a word, it is a strong one; stronger than magician ever spoke, or spirit answered to, in strongest conjuration."*

## BROTHERS AND SISTERS

**F**IRST of all there must be absolute justice in the administration of nursery affairs. Peace at any price is as costly here as it is in other and larger matters, if there be anything larger than the management of a home. There must be one guiding spirit and the children must respect a higher law than their own wills. No one realizes this better than they and no one is so quick to despise the person who spoils them as the children themselves, probably because they recognize the fundamental weakness of character which causes it.

The older children are the natural protectors of the younger, and while they invariably defend them against outside attack they almost as invariably impose on them on their own account. Little boys and girls think it their right to have everything and do everything and go everywhere that their older broth-



ers and sisters do, but it is hardly prudent to give them so much freedom. Even the best of big brothers like a few good times utterly untrammelled, and everything that is suitable for a lad of thirteen or fourteen is not equally suitable for his brother of six or seven. It is a part of the duty of parents to see that there is tyranny from neither side.

Mutual helpfulness makes a happy home. When each member of the family takes his share of the burden of the housework it leaves the mother more time to be a mother and it leaves them all more time to devote to the enjoyment of life. A brother will escort his sister to a party or run an errand for her very readily if he knows that the next time he wants a button sewed on or a ripped seam mended or a picnic lunch packed she will do it for him without his having to "beg the life out of her," to use one of his own not very elegant expressions. Daily contact in the family circle will either wear off sharp corners and rough edges or make them worse. Nagging and spiteful criticism are always highly injurious, but suggestions tactfully offered should be gratefully received, and in all their intercourse with each other brothers and sisters should be moved by kindness. It is the only force strong enough to hold society together and it must first knit together society's smallest unit—the home.

Every child has the right to privacy. No one should ever enter his room without first knocking at the door and no one should ever disturb his personal



belongings without his permission. The letters which come to him are his own property and his should be the privilege of opening them and saying who else should read them. It is as dishonorable to read the letters of someone else without leave as it is to watch through a keyhole or to eavesdrop behind a curtain, but a parent will have a hard time teaching a child so if he or she reads every missive which comes to him whether he wishes it or not. Inquisitiveness with regard to the affairs of another is always rude, and personal questions are impertinent even when addressed to a brother or sister.

Indiscriminate borrowing always causes trouble. No article should ever be borrowed without permission and it should be returned in as good condition as when it was taken. For sanitary reasons children should not be allowed to wear each other's clothes promiscuously. This is not intended as propaganda against the practice of handing down outgrown garments but as a protest against the interchange of articles of apparel that ought to be intimate as a hair brush or toothbrush.

## OLDER PEOPLE

UNFORTUNATE from many points of view is the gap which often lies between the American child and its father and mother. The children have had advantages—frequently through great self-denial on the part of their parents—and their standard of



living is different. If the moral training has kept pace with the intellectual growth this is a cause for rejoicing, but if the child has so pitifully warped a view of life that he is ashamed of his father and mother the situation is tragic. Happily, in many homes the children are proud of the brave struggle their parents have made and the parents themselves are pathetically proud of the education which has made a "lady" or a "gentleman" of Mary or Johnny or Rachael or Isidore and are anxious to catch some part of this wonderful thing from them. The presence of one refined person in a home elevates the standard of that home, and many a small son or daughter has been the means of lifting his mother and father from squalor to decency. It is never permissible for a child to correct his parent except through a polite suggestion that he do so and so or an "I beg your pardon, sir, but aren't you mistaken?" Nothing so quickly marks the person who has "climbed" and feels somehow that it was a disgraceful thing to have done, as for a child to grow restive under his parent's behavior in public. Bringing up father, except through the exertion of a quiet influence, is at its best a sorry task.

Between parent and child there should be a feeling of comradeship based on love and respect on the one side, love and protective care on the other. Toward his mother both at home and abroad a lad should show all the deference and solicitude which he would accord a sweetheart whom he was most anxious to please.



Children do not always find it easy to be patient with old people, but the fact that it is difficult to exact is no reason why courtesy, and special courtesy at that, should not be required of them. It is hard enough after the fires of life have nearly burned out to sit by the ashes waiting for the last spark to flicker into darkness without the thoughtless cruelty of youth to make it harder. Most old people live in the memories of the past and love to tell of things that happened long ago. A child who is kind—and that usually means one who is well-bred—can listen to these stories not once but many times without letting the narrator know that they are extremely tiresome.

In the evening when the family gathers in the living room the children should yield to the older people the most comfortable chairs and the privilege of having first look at the evening paper even when the hero of the comic section is at the most thrilling point in his career. This does not mean that the youngsters should be made to sit on hard benches or do penance in any way, but simply that they should learn to bestow as a matter of habit as well as principle the many thoughtful attentions which go toward making up

*“that best portion of a good man’s life,  
His little nameless, unremembered acts  
Of kindness and of love.”*

Their conduct toward those of the household outside the immediate family the children will regulate by the standard set by their mother and father.



Rarely does a child reverence or respect anything or anybody that his parents hold in contempt; and a governness or a resident chaperon who cannot be granted genuine friendship rather than merely polite tolerance is not a suitable person to place in charge of the instruction or training of children.

The bald monosyllables, "Yes" and "No" are never very pleasing when addressed to an older person, and since

*"'Yes, Sir,' to a gentleman  
And 'Yes, Ma'am,' to a lady"*

are considered somewhat provincial and old-fashioned "Yes, father" and "Yes, mother" may be substituted, but here as well as elsewhere it is the manner which counts more than what is actually said.

## SERVANTS

**I**N THE majority of American homes the mother is the chief servant. This fact alone ought to make it unnecessary to impress upon her children the dignity of manual labor. The mother is at fault when she lets herself degenerate into a drudge doing for her children only what a hired girl could do as well. They need a mother more than they do a servant and by helping with the work themselves they can have one. No girl was ever degraded by washing dishes and no boy was ever any the less a man because he had to draw water or feed the chickens or bring in stove wood.



A child should never be permitted to lord it over a hired girl or to interfere with her work. Aside from the fact that she is paid for doing something besides entertaining him, the average domestic servant picked up at an employment agency is not the kind of companion a careful mother would choose for her child.

Whether the children call a servant by her first or last name or whether they prefix a title depends upon the age of the servant and the length of time she has been with the family. She should call the children by their given names only when they are very young or when she has been in the household for a number of years. The best general rule is for the children to follow their parents. In England it is customary to call a servant by her last name, but in this country the first name is often given preference.

Perfect courtesy is the best protection against discourtesy in other people, especially those of inferior social position who make the mistake of trying to assert their independence through insolence, and in all his dealings with servants a child should be even more scrupulously polite than he is with his own friends.

## PETS

**I**N EVERY home where there is a child there should be something alive which he can love and call his own. Through his attachment for an animal that belongs to him he develops thoughtfulness, sympathy,



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responsibility, love, and often fortitude, for in many cases tragedy first comes into his life through the death of a pet. The child who is inclined to be careless of the right of dumb creatures to life, liberty, and the pursuit of happiness can be checked in his barbaric tendencies if he is given a cat or a dog or a guinea pig or a goat or an alligator of his own and taught to relate it to all other animal life.

Pets should not be forced upon the attention of visitors and the mother should watch carefully to see that the children take no harm. Even the best-loved dog is hardly fit bedfellow for his young master no matter how he and the dog feel about it.



## CHAPTER VI

# WHEN COMPANY COMES

*"The ornament of a house is the friends that frequent it."*

### COMPANY

TO A child the fact that company is coming does not mean that the little boy or girl next door will hop over the fence to play in the backyard but that a terrible array of grown-ups will sit around in the house and talk, while he also is compelled to sit around without the privilege of talking, in clothes so wretchedly uncomfortable that even when there is in prospect a dinner much better than that which he has every day, it is hardly sufficient compensation for the agony of body and mind which he has to undergo. To a mother, and all this is true when children are trained to so dismal a thing as company manners, it means many moments fraught with anxiety lest her young son or daughter bring disgrace upon the family by some untoward word or deed.

Children and visitors should never be forced upon each other. If there is a common ground they will find it without help, and if there is not there is no



way in which either can add greatly to the happiness of the other. A child should be taught or rather, allowed, to be natural in the presence of company, so long as this does not mean also being a nuisance.

### THE VISITOR'S RIGHTS

THE presence of a child imposes a restraint upon conversation, and while children should not be banished from the room in which their mother is entertaining, they should not be allowed to hover around or to annoy the caller with personal attentions. Even when she utters a polite protest that it does not matter, and she could hardly do less, the mother must positively forbid the youngster standing so close to her as to be an irritation or climbing into her lap unless he is invited to do so. One of the first lessons a child has to learn is that the moon for all its golden beauty was not made to be handled and that there are many shining and wonderful things that were not made to be eaten, not even made to be touched. Among these are the garments, the purse, the parasol, the handbag, and all the other possessions of a visitor.

A child should not take an active part in the conversation of his mother and her guests unless the older people introduce him into it; and never should he interrupt rudely or burst into the room and ask them what they are talking about. If he wishes to say something to his mother that cannot be post-



poned he should enter the room quietly, greet the caller, stand beside his mother's chair until a pause offers itself, excuse himself, say what he has to say, and depart.

Nothing will prevent a child's asking questions—good fortune for the human race that this is true—but careful training will prevent his asking personal ones. A visitor's peculiarities should not be remarked upon in her presence nor talked over critically after her departure. Everyone has the right to be judged by his or her best qualities, in the presence of children at least, though many people fail to recognize it.

Matters of a strictly private nature should never be introduced when there is a guest present. If she has any delicacy at all she will be very much embarrassed, and whatever grievances the members of a family have against each other they should thresh out among themselves. Family skeletons are hideous objects, and while there is a stranger within the gates they should be kept in the darkest corner of the closet.

## THE CHILD'S RIGHTS

**I**T WAS Dickens who said that we never see an old head on young shoulders without feeling a desire to knock it off; and surely there ought to be a special place in purgatory reserved for those people who by discussing children in their presence destroy that divine innocence which is half the beauty of childhood and



make the youngsters grow old and worldly wise before their time. The first right of all children is the right to their childhood. Compliments make them vain and criticisms make them unhappy. They are more sensitive than their elders think and no one knows how many a bitter moment has been spent because of thoughtless comments on large noses, stringy hair, or unlovely complexions. Little girls develop frail constitutions because they hear so many times that they are delicate that they finally decide that it must be true, and little boys out of sheer perversity try to live up to the reputation which their parents have given them of being the worst children in the world.

It is natural for a mother to want her friends to know and admire her children but she should, nay, she *must* resist the temptation of showing them off. It spoils the children and bores the visitor. Even when the child is not in the room the caller should not be regaled with a eulogy of his excellent qualities and his prospects for a brilliant future. Of course Johnny is the most wonderful boy in the world, but the fact ought to be so apparent as to need no proof.

### BIG SISTER'S CALLERS

**T**HERE is a strong element of coarseness in the character of a person who can make any of the sacred relationships of life the subjects for jesting; and indelicate comments or rude teasing about court-



ship and marriage are grossly unrefined. Never should a child embarrass his sister or the young men who call on her by his words or his conduct either while they are in the house or afterward. When one member of the family has company all the others should do what they can to make the visit delightful.

## REFRESHMENTS

**F**ROM the time she is old enough to pass a plate a girl should begin to learn how gracefully to dispense hospitality in her own home. Whether she does it under necessity or by her own volition or her mother's command she should train herself to serve a meal with ease and dexterity. There are few tasks which require greater skill in using the mind and body and there are few which are more essentially womanly. At an informal tea she and her brother may help by handing cups or collecting used dishes.

## AT THE FRONT DOOR

**I**N HOMES where there is no maid to answer the doorbell this duty often falls upon the children. Upon opening the door a child should stand aside and invite the caller into the drawing room and ask her to be seated. Then he should inform his mother, by going to her, not by yelling at her, that Mrs. So-and-So is waiting, and come back and talk to her until his mother appears.



Chief among the unwelcome rings for admittance are those which come from agents and salesmen. All of these people should be received politely. They are human, even those who have books to sell; and when it is necessary to turn them away without an interview it can be done with some such phrase as, "Mother is busy and cannot see you now," or "Mother is ill and begs to be excused."

### OVER THE TELEPHONE

A CHILD should not be sent to answer the telephone until he is old enough to do so intelligently. The telephone is a convenience, not a plaything. All calls whether they are of a business or a social nature should be answered briefly, definitely, and courteously. Party lines should not be used for long, meaningless conversations, and confidences should never be exchanged over a telephone wire.



## CHAPTER VII

# OTHER PEOPLE'S CHILDREN

*"'Mid the mighty, 'mid the mean  
Little children may be seen,  
Like the flowers that spring up fair,  
Bright and countless everywhere."*

### SELECTING PLAYMATES

**I**F CHILDREN are to be good-mannered they must have well-behaved playmates. Within certain limits the child should choose these himself but always under the supervision of his parents, particularly of his mother who should be his chief friend and guide.

Generally speaking, a child is happier when his companions are his own kind of people so far as wealth, culture, and social position are concerned, but the only real obstruction to friendship should be some contagious defect of character or manner. Youngsters should not be educated into a way of thinking that they are better than other people or that other people are better than they, or into any kind of an idea of class consciousness, and the artificial barriers which are erected by a complex social system should not be allowed to interfere with the spontaneous attachments that spring up among children.



No companionship is better than bad companionship, and every child ought to be able to spend several happy hours a day alone. There is great satisfaction to be had from making friends with oneself.

## THE UNDESIRABLE PLAYMATE

A VICIOUS, rude, spoiled, vulgar, or untruthful child must be gotten rid of at whatever cost it takes. His parent is always to blame. A child cannot be held to account because he has been neglected or mismanaged, but at the same time he cannot be allowed to taint the atmosphere of another home. It is no easy matter, but with tact and diplomacy the process of elimination can be carried on so quietly that no one but the woman who is engineering it is aware of it. Most of the time the best course to pursue is simply to allow all intercourse with the family to lapse. There are not many women who will continue to allow their children to go to homes where they themselves are not recognized. The difficulty is greatly increased when the mother of the objectionable youngster is a dear friend, but when the welfare of a child demands the sacrifice of a friend a mother has but one course to follow.

For a serious fault or a flagrant misdemeanor a mother may send a visitor from her house and prohibit his ever returning, but she cannot punish him in any other way, and she should not, even if she asks for it, give the mother of the young offender an



account of his misdeeds. He himself is the one from whom she must get her information.

### THE PERSISTENT CALLER

**I**T OFTEN happens that a child who is neglected in his own home finds that of a neighbor so delightful that he spends most of his time there. He should never be treated ungraciously—the poor little fellow may be very unhappy—but at the same time he should not be allowed to disarrange the routine of the household. Lessons and other duties must go on just the same. The visitor may be asked to join in; often this is all that is necessary to make him beat a hasty retreat. If he should prolong his stay until late at night it is not only permissible but even advisable for the hostess to suggest that since it is growing dark his mother is probably anxious about him. If his visits are so frequent as to conflict with the outings of his small hosts their mother may send them about their way, apologizing for their departure if it is something in which he cannot join; but deliberate unkindness to a child, especially to one who is instinctively seeking the hospitality of one's roof, is unforgivable.

### THE NEW FRIEND

**E**VERY new friend should be received into the home where the mother can best judge the fitness of continuing the acquaintance. These little people



should be given a sympathetic rather than a critical examination and minor faults passed over. The child who finds that his mother objects to all of his friends will keep them away from her, a thing which he will not find difficult, since the average youngster is not at home during the greater part of the day. The immediate results of an estrangement between mother and son over the qualities of his playmates are a roughness of manner and speech picked up from even less desirable associates and a feeling of distrust where there should be confidence. The ultimate results are not so easily stated. They reach to the end of the journey.

Often a child makes a friend whose parents are unknown to his. There is no objection to this but it is always more pleasant when the older people find that they, too, are congenial. If he should wish to ask this friend to his home to a party or dinner he may do so but his invitation should be seconded by a cordial note from his mother to the mother of the other child.

## HAVING COMPANY

THE young host should respect the sanctity of his roof and should never, if he can help it, allow anything unpleasant to happen to a visitor while he is beneath it. It is the visitor's royal right to be "It" in most of the games, to have the best part of the refreshments, and to decide what shall be done to pass



the time. The objection that Johnny will bring to this is that Jimmy and Mary do not treat him so when he goes to their houses and that he gets left out at both ends of the game. But Johnny must learn, and the sooner the better, that he cannot measure his conduct by that of other people and that the meanest of all poor excuses is the one introduced by our late father Adam, "She did it and I followed."

The room in which a guest is to spend the night should contain, in addition to necessities and comforts, flowers, books, games, stamps, stationery, and other little luxuries that betoken a thoughtful host, and while he occupies it the young visitor should be made to feel that it really belongs to him.

### WHEN JOHNNY GOES A-VISITING

**I**T IS the exceptional mother who can watch her son or daughter go visiting whether it be for an afternoon or a week without having, though perhaps not in the same words, the prayer of Mrs. Ruggles on her lips, "'n the Lord have mercy on ye 'n help ye to act decent." The eve of his departure is not a propitious time for burdening him with directions as to what to do and what not to do; and the only way that she can have any assurance that he will "act decent" is to have his conduct at home the kind that she would not be ashamed for outsiders to see.

Children should not visit indiscriminately and their mother should feel that a welcome is waiting for them



in the houses to which she allows them to go. They should not ring the door bells with a loud and persistent clamor and they should not stare at things in the house nor point at them nor comment upon them except to admire.

It is safer to send a child to visit people whose standard of living is above his rather than those who have not as much as he has been accustomed to, especially if he is to eat with them. Any bright child can find his way through an elaborate table service by watching how the other diners do it, but it is only the one whose politeness is that of kings that can eat where no napkins are supplied or where there are not enough knives to go around without trying to impress his host with a sense of his superiority. The essence of good manners both at home and abroad is adaptability.

If his visit is to be of several days' duration a child should come with his clothes pressed and with all his toilette accessories conveniently at hand and with the knowledge that he must adjust his hours of eating and sleeping to those of his host, and that he must throw himself heartily into whatever they have planned for his pleasure. He should not ask special favors of the servants, but at the conclusion of his visit he should tip them, the amount depending upon the length of his visit and the scale upon which the household is managed. When he gets ready to depart for his home he should thank those who have entertained him for the pleasant time he has had;



and even if he has been in the home for only one meal he should go to the mistress of the house and tell her of his appreciation and enjoyment of her hospitality. After a visit of several days it is customary to write a "bread-and-butter" letter which simply reiterates what was said at parting.

One of the most difficult of all the minor social accomplishments is the art of saying good-bye gracefully. Many a time a person has sat awkwardly on the edge of a chair long after he has decided that it was time to leave simply because he did not know how to get up and go. It is a good rule for children never to dawdle over their good-byes and not to say tentatively several times before they depart, "Well, I must be going." Lingering farewells are the privilege of lovers and no one else.

Violation of the laws of hospitality is all the more heinous a crime because they are not to be found in any of the statute books. The Arab, whose home is only a tent in a desert, never betrays the man who has broken bread with him; and the child who makes disparaging remarks about people in whose homes he has been received as a welcome guest profanes one of the most sacred of human relationships. Unless hospitality can be accepted frankly and unreservedly it should not be accepted at all.



## CHAPTER VIII

### IN PUBLIC

*"Life is not so short but that there is always time enough for courtesy."*

#### DEPORTMENT ON THE STREET

**D**EPORTMENT on the street should never attract attention. Quietness in dress goes a long way but it must be supported by quietness in manner. It is not because they are struck with admiration that people turn to look at a child who dresses so freakishly or talks and laughs so loudly as to make himself or herself conspicuous. They would do as much for a monkey or a band wagon.

Civic pride is one of the cardinal points of courtesy and a well-bred child never does anything that will make his town less beautiful. Personal pride is another, and a well-bred child never does anything that will cheapen him. Eating on the street is a reprehensible practice, and one of the worst offenses against the tenets of good breeding, short of actually disturbing the peace, is chewing gum. Even in the



privacy of one's room this should not be indulged in. The flavor lasts. So does the habit. For children under twenty-one there is only one rule of etiquette with regard to smoking: Don't.

Good manners are not to be found in the gutter and the place to loaf and invite the soul is not on the corner of the street. Boys should not lounge in front of the drug store and girls should not parade aimlessly up and down the sidewalk; and while children should not be kept in cloistered seclusion they should not be allowed to spend most of their time idling on the pavements, not as long as there is work to be done and games to be played.

Nothing in connection with the fine art of being a gentleman is so abjectly terrifying to the adolescent male as to have to act as escort to some young member of the opposite sex, and it is very slight consolation to know that his companion is as embarrassed over the proper way to receive his attentions as he is over offering them. The lad who has been accustomed to paying the little courtesies expected of an escort to his mother and sisters is more fortunate than he realizes. The anguish which comes from not knowing just the right thing to do is very keen, especially when one is struggling with the perplexities of the early 'teens. When he is walking down the street with a girl a lad should place himself so as to afford most protection to his companion, walking next to the throng when the street is crowded, next to the outer edge of the pavement



under ordinary conditions. Only when the street is rough, muddy, slippery, or dark should he offer his arm for support. Then the girl should place her hand in the crook of his elbow, not lock her arm through his.

Children should be warned against walking down the street three or four arm in arm, or pushing their way along recklessly disregarding of everybody else, or stopping in the midst of a throng to talk.

### SALUTATIONS

**I**T IS a mistaken idea which prevails chiefly among people who are not sure of their social position that they elevate themselves by refusing to speak to those whom they consider beneath them. Innate fineness of spirit is the only thing which can elevate, and no one was ever yet demeaned by speaking courteously and uncondescendingly to whatever acquaintances he or she happened to encounter. The story has been told many times of how George Washington, upon meeting a negro who raised his hat in salutation, lifted his own in response, and of how, when a friend remonstrated, the great general answered, "Do you suppose that I am going to permit a poor, ignorant, colored man to be more polite than I am?"

It is usually considered the proper thing for a lad to wait for a girl to speak and for a child to wait for



an older person but among friends greetings should be almost simultaneous.

## HATS AND CAPS

AN IMAGINATIVE mother can invest the prosaic duty of lifting one's hat with something of the charm of the days of chivalry if she connects it with the knightly practice of removing the helmet in the presence of a lady. The hand shake also traces its origin back to the days when every man carried a weapon and the giving of the right hand or weapon hand meant a pledge of friendship and peace. A child will do a thing much more readily when he sees some reason for doing it, and both of these simple acts of courtesy retain more than a slight measure of their original significance.

The hat should not be lifted with an elaborate bow nor a flourish nor a well-I've-got-to-do-it-I-might-as-well-get-it-over languor but with a quick movement which says better than words that the little tribute is a pleasure to the one offering it.

A boy should never allow his head to remain covered in the house. Opinion is divided as to what he should do in an elevator but when there are only a few people in the car, especially if some of them are ladies, it is more courteous to remove the hat but if the car is so crowded that it is in danger of being crushed the obvious place for it is on the head. The bright-colored skull caps should never be worn



except on the athletic field and many people object to them even there on the ground that they induce baldness.

A boy should lift his hat when he greets a girl, a woman, or a man much older than himself, but to a youngster of his own age he may wave his hand, smile, or say "Hello" or its equivalent. When he greets a friend when he is with a girl or when she speaks to a friend even though that friend be unknown to him he should raise his hat. When he brushes against some one accidentally he should lift his hat as he utters a quick apology. It should also be lifted when he offers some one his seat in a crowded car or supplies a bit of information to a stranger or performs some other similar service. If any one offers a polite attention to a girl whom he is escorting the escort acknowledges it by touching his hat.

### ON STREET CARS, ETC.

**W**HEN he boards a car with a girl a lad should grasp her arm just above the elbow and give her a little push as she mounts the steps. He leaves the car first and offers her his hand as she alights. Only when he is acting as her escort is it incumbent upon him to pay her fare.

Children should never sit while older people are standing and they should never push their way roughly through a crowded car. Girls by virtue of their sex have certain privileges which are de-



nied their brothers but these should not be abused nor taken as a matter of course. As rude as the boy who fails to offer his seat is the girl who accepts such an attention without a smile or a word of thanks.

For the sake of good manners as well as for many other reasons it is to be deplored that modern life moves at such terrific speed. One has to have room in which to be polite and the most courteous people find themselves helpless when they are thrown into a struggling mass of human beings each one trying to elbow his neighbor out of the way.

## ON THE TRAIN

ONLY under dire necessity should small children ever be made to undergo the torment of a long railroad journey, but when it is unavoidable the mother should manage the little expedition in such a way as to work a minimum amount of hardship on the youngsters and on the other travelers. A generous freedom of movement should be permitted them but they should not be allowed to race up and down the aisles, to climb over the laps of the other passengers, to eat promiscuously all over the car or to go for water every other minute. Travelers are indulgent only within reasonable limits.

Personal comments are as rude as personal attentions are vexatious. There is an awful fascination



about a bald head rising over the seat in front and nothing but an invincible coat of good breeding will keep a child from remarking upon it.

It is foolish to make a bug-a-boo of every stranger. Childhood is its own best protection and if it is not sufficient nothing will be. If the train is so crowded that the youngster has to share a seat which is occupied by someone else he should first ask, "Is this place taken?" or, "May I sit here?" Empty seats should not be burdened with hats, wraps, and satchels; and coats should be hung so that they will not be in the way of the people sitting in front or those behind. Windows should not be lowered or raised without the consent of those in the immediate neighborhood.

The porter should not be ordered about sharply and any service that is worth a tip is worth a "Thank you."

## SHOPPING

**I**F A lad goes into a shop with his mother or sister he should open the door for her to enter, lifting his hat as he does so and replacing it after they are inside.

The man or woman behind the counter usually meets courtesy with courtesy but sometimes he or she is cross without apparent cause. This is often because the day has been an especially hard one or because the previous customer was more than ordinarily trying; but whatever the reason for it, lack of politeness on the part of one person is no excuse for



a similar failure on the part of another, and children should be taught to appreciate the difficulties of the shopkeeper's position, and to alleviate rather than to increase them.

Delicate fabrics should not be handled and nothing should be fingered except with a view to purchase. Mothers and children should not enter into a detailed discussion of their reasons for and against buying a certain article. They waste the time of the salesperson, and many a mother has allowed herself to be mortified into buying something which she knew she could not afford by her son's or daughter's insistence that he or she must have it. It is an old device and if the child finds that it "works" he will use it every time he gets a chance.

## CHAPERONAGE

THE American mother generally acts on the assumption that her child can be trusted without having to be watched. The amount of formal chaperonage varies in different places, for the needs of small towns and large are not the same. The mother should conform to the local practice unless she finds it harmful. Boys are usually held to be not so much in need of this sort of thing as their sisters but it is a mistake to send them out on larks and frolics without a man of broad sympathy and understanding to look after them. The chaperon should always have the



power of a dictator but it should never be necessary to use it like a dictator.

## THEATRES, CONCERTS, ETC.

**A**RRIVAL at places of amusement should be a few minutes before the performance actually begins. People who have come to enjoy the evening and have paid their money to do so are justly indignant when their ears are assailed by the noise of shuffling feet and loud whisperings and their view is obstructed by late comers passing in front of them to get to their places.

Upon entering the theatre the escort should go first, giving his tickets to the gate-keeper and his coupons to the usher. Then he should follow the ladies down the aisle to their seats, taking the one on the outside for himself. Heavy wraps should be removed in the lobby or in the back of the theatre but a single coat may be taken off at the seat and thrown over the back of the chair or folded and placed underneath with the hat. A girl should remove her hat before the performance begins.

Once in place one should not get up unless there is a good reason for it. It is very troublesome to those who have to rise to allow passage, and if it is done at all it should be with apologies. The person leaving should face the stage as he passes out.

One may smile a greeting to friends in a distant part of the theatre but one should not communicate



with them by means of signs or signals. Turning around to stare at the other people who are present is not in keeping with any ideal of good breeding.

Rattling of programmes, audible talking, applause by whistling or stamping the feet on the floor are all extremely rude. Conversation may be carried on between acts or numbers but it should always be in a low tone. Applause may be hearty but should never be rough or noisy.

## MOTION PICTURES

**T**HERE is no essential difference in the conduct to be observed at a motion-picture show and any other place of amusement. Where the performance is continuous it is necessary to go blundering through the dark to find a seat. This can be made less awkward if the first arrivals take the seats in the centre of the house leaving those nearest the aisle vacant.

People are judged, and with a large degree of fairness, by the books they read, the friends they cultivate, the music they enjoy, and the theatres they attend; and no mother has a right to send her child to a place where his taste will be degraded, or where she herself would be ashamed to be seen.

No force in America is more powerful in forming the manner of the young people—and manner is more important than manners—than the motion picture show. There are as many incipient Mary Pickfords as there are curly-haired girls and nearly



every boy is hesitating whether to become successor to Charlie Chaplin, Douglas Fairbanks, or William S. Hart. The pictures are with us whether we wish it or not. It rests with the mothers to say whether they are to be for better or for worse.

## CHURCH

REVERENCE, which is politeness toward God, can consistently find expression in conduct only when it springs from a deep respect for sacred things. In this, as in every thing else, there is no use trying to divorce morals and manners. It cannot be done without disastrous results and no civilization except a decadent one will attempt it, for the force which makes society wholesome is inseparably bound up with that which makes it sweet.

There are cathedrals in which the windows "casting a dim, religious light," the great organ pealing forth celestial music, the spacious aisles arched by majestic roofs, and the whole atmosphere of twilight solemnity induce a feeling of adoration and awe; but most American children go to quaint chapels and churches which through intimate association have grown as familiar as their homes or their schools. It is in these that true reverence is put to the test and no child whose spiritual courtesy is on the right foundation will ever desecrate through word or act a building consecrated to worship whether it be made of canvas, wood, brick, or marble.



Not only should he be taught to venerate the doctrines of his own church but he should also be taught to respect those of other religions. Alien creeds may seem very strange, perhaps very foolish, but they are as dear to their believers as those of the oldest churches among us are to their most devout members; and when all is said and done the eternal truths are much the same under whatever guise they come. The veriest infidel, if he has even the slightest claim to the word gentleman, does not in any way wound the sensibilities of those who do believe in the efficacy of religion and the power of prayer.

The two greatest outward virtues of a church-goer are silence and punctuality. The church should be approached quietly. Noise in the yard or vestibule disturbs those who come early for a few moments of meditation and prayer before the regular service begins; and giggling, tittering, talking, and other misbehavior makes those who came to worship wish they had stayed away. Until he has learned properly to conduct himself a child had better stay at home.

Rarely is there a good excuse for tardiness, but when it is unavoidable the late-comer should sink into a pew near the entrance instead of walking down the length of the aisle after the service has begun.

Children should not go to church in unchaperoned crowds nor should they sit where there are no grown people to look after them. The mere proximity of the dignity of middle age does away with many of the



thoughtless breaches of good behavior into which the youngsters fall when left to themselves. It is usually a sign of spiritual well-being when a family attends religious services together.

If a lad accompanies his mother and sisters to church when his father is not along he should conduct them to their places. Removing his hat in the vestibule, not half way down the aisle, he follows the ladies as the usher leads them to their pew. If there is a gateway he holds it aside for them and after they are seated takes the place next to the aisle for himself. When the service is ended he steps into the aisle, holds the gate while they pass out and follows them as they leave the auditorium. A girl should give precedence to women and old men.

Many a time a mother carries a very small child to church with her because she knows that he is better off there than he would be at home in the hands of servants. If he should become so restive as to disturb the other members of the congregation she should rise and leave quietly. Often he cries because he is hungry or imagines that he is. In small churches where the congregation is more or less like a large family the mother may carry something for him to eat, but if it is something of which he is very fond she may be sure that he will be hungry as soon as they have entered the door while if it is plain crackers or bread and butter he will not call for it until he really needs it.

The members of a church should make visitors feel



at home. There are not many things which a child can do, but moving aside to make room in the pew, passing a hymn book or a fan, or whispering the number of a song will make the stranger's memory of his visit a happy one.

Except when the service is embarrassingly hard to follow a visitor should conform to the practice of the congregation, standing when they stand, kneeling when they kneel, and singing when they sing.



## CHAPTER IX

### SCHOOL

*"Ah! that thou couldst know thy joy  
Ere it passes."*

#### THE FIRST DAYS

**I**T IS a proud day for the mother and father when Johnny first starts to school but to the youngster himself it is often a time of bitter disillusionment for he who has been absolute monarch in his own home finds that no one outside his family will tolerate his petty despotism. His parents can save him many a doleful moment by letting him know, almost from the time that he is old enough to know anything, that, after all, he is only a small thread in a great social fabric and that his rights and privileges depend upon the way they affect other people; and the child who has learned how to live unselfishly with his brothers and sisters is the one who will be happiest when he finds himself thrown out into the world to make his way among other children.

#### THE NEW PUPIL

**I**T IS inexcusable for those who are already established in a school to make the advent of a new pupil the occasion for rude sport at his expense.



Staring him out of countenance, giggling if his accent or grammar are out of the ordinary, making covert and not altogether hidden remarks about his appearance and manner, playing practical jokes upon him, and treating him in every way as if he were an intruder make the ordeal—for it is truly this to come face to face with a dozen or two strangers—a severe one. With very few adaptations the manners of the drawing room are those for the schoolroom and an old pupil should feel almost the same amount of responsibility toward a new one that he does toward a guest in his home.

## THE TEACHER

SINCE she is the mother's substitute the teacher should be given the respect due a mother. Sometimes she does not deserve it. There are unworthy mothers—but a few isolated examples are not enough to destroy faith in mothers—or in teachers. The profession, with one exception the noblest in the world, commands respect when the individual does not; and when a child "talks back" to his instructor, snaps his fingers in her face, clears his throat noisily or rudely draws her attention to himself in any other way he shows that somewhere—there are exceptions to this, of course—his mother has been derelict in her duty. When trouble arises, as it does occasionally even in the best-regulated families, the matter should



be quietly threshed out and disposed of by the older people.

For the most part it is on the pages of fiction that the child who knows a great deal more than anybody else and is constantly demonstrating his superiority over his parents and teachers and the world in general develops into a man whom every one, including the instructors who predicted that he would hang, is delighted to honor. History has a different story to tell, and most men and women are grateful to those who helped them balance their unsteady feet on the first rounds of the long ladder of learning, and, looking back upon the days when they pored over the three R's and the rest of the curriculum, wonder not that their preceptors were so harsh but that they were so patient. Genius, it is true, knows no law but its own and brooks no restraint, but the problem of educating children in the art of living must concern itself with the million rather than with the one. Genius carves its own way. The average must be taught.

## IN THE SCHOOLROOM

**D**IRT, dust, and a general air of untidiness have a very dispiriting effect on those who have to live in the midst of it, and each child should keep his desk and the floor around it neat and clean. It is very tiresome to have to sit in the same place for an hour or two, but lounging over the desk or sitting



with the feet sprawled into the aisle will not help matters.

The various monitors should perform their work efficiently and quietly. Papers should be collected or distributed accurately and quickly. Pens, pencils, knives, pointers, etc., should be presented with the blunt end outward. Playing at the drinking fountain, gnawing pens or pencils, chewing up bits of paper, or sticking wads of gum under the desk to be drawn out and chewed again are not only ill-bred but dangerously unsanitary.

When he stands to recite, a child should hold himself erect and speak distinctly. The other pupils should give him the same attentive regard they would like to have if they were in his place. No hands should be raised until he has finished talking. Jeering at a wrong answer is a brutal form of discourtesy but if the occasion arises for a hearty laugh in which everyone can join, both teacher and pupils are better off for having indulged it.

The schoolroom is a little world in itself, one that does not countenance telling tales of what happens there; but the standard of moral rectitude and courtesy is as strict as that which obtains in the great world outside. Cheating during examinations or recitations cannot be too severely condemned. There are many faults which can be excused on the basis of youthful folly or thoughtlessness but dishonor is not one of them; and the child who does not look with horror on such a practice is beginning



the race of life with a terrible handicap. Heaven pity him. The world will not.

## ON THE PLAYGROUND

**M**ORE than through his books or his teacher a child is educated through his friends. At school he selects his own playmates, and the standard by which he measures them is the one he has learned at home, for he has no other.

There should be supervision of playground activities but it should be managed in such a way as to throw the greater part of the responsibility on the shoulders of the pupils themselves. Big boys are better than teachers or any other "duly constituted authorities" to stop the bullying of small ones, and every child should feel that he has a part in making the school yard a democratic playground, safe and pleasant for everybody.

No one except a few morbidly sensitive and more or less inhuman beings object to children laughing at recess but no one likes to see them degenerate into a shrieking disorderly mob.

There is a deplorable lack of good breeding in the consumption of lunches on the school grounds. Mothers would be amazed to hear their well-fed and apparently well-brought-up daughters begging for something to eat with almost as much pathos as if they were starving refugees from a battle-field and really needed it. Besides this, many children mark



their trail on the campus with banana peelings, cracker boxes, bits of paper and other unsightly débris. All of this should go into the garbage can.

## BOARDING SCHOOL

**I**F A child does not learn to be loyal to the school in which he lives there is something radically wrong with it—or with him. Once in a while he is unhappy because, unused to the amenities of polite society at the table and elsewhere, he seems very strange to his companions who by their attitude make him feel all the more like an outsider. The rudeness in a case of this kind is all on the part of those who make fun of the child. He does not know any better. They do, and they should also know better than to laugh at the newcomer (most children grow out of these idiosyncrasies after a while), and it may be that underneath his uncouth exterior the little fellow is pure gold. Many of our greatest men—Daniel Webster among them—were boys of this kind.



## CHAPTER X

### CARDS

*"Striking manners are bad manners."*

#### VISITING CARDS

**F**ORMERLY a child had no visiting card and even a débutante during her first season had only one on which her mother's name also appeared, but to-day every school girl has her own card which she uses in many ways. It bears her full name without title, as:

*Alice Trowbridge Sampson*



Initials never appear on a visiting card but a lad may have the abbreviation *Jr.* after his name. His card is slightly smaller than that of his sister. Fashions in script, size, and style vary from year to year and the only stable rule that can be given is to go to a good engraver. The visiting card is the personal representative of the one whose name it bears and cheap workmanship gives the impression of a cheap person back of the card.

### OTHER CARDS

**S**ENDING a card instead of a gift at Christmas and on other holiday occasions is gaining in favor. Children may fall in line as soon as they are old enough to select their own designs.

A child never sends a formal card of sympathy or congratulation but in cards sent by the family he is often included in an impersonal way, as:

*The family of the late  
James McNeil Paulding  
gratefully acknowledges your sympathy*

*286 Lee Street.*



## CHAPTER XI

# INTRODUCTIONS

*"Few are qualified to shine in company but it is in all men's power to be agreeable."*

### PRESENTATIONS

**I**T GIVES a child poise and confidence to come into contact with well-bred men and women, for good manners are as contagious as bad; and if the mother does not push him forward and exhibit him as if he were a blue-ribbon trick puppy or pony it is not likely to develop into boldness. She should never present him to a roomful of people at a time except when it is unavoidable, and always she should introduce him with as much formality and courtliness as if he were many years older. A one-sided introduction is not enough even for a child, and when the mother has said, "This is my son, John" or "my daughter, Mary" her duty is only half done for the youngster is entitled to know whether he is confronting Mrs. Brown or Mrs. Green or Mrs. White; and the introduction should be somewhat in this fashion: "Mrs. Jones, this is my son, Harold. Harold, this is Ellen's mother."



Too often children ignore introductions as something entirely superfluous but every child should present his new friends to his mother and should introduce those of his playmates who are unacquainted. His friends should be presented to his mother, not she to them, as: "Mother, this is Harry Townshend. He has just moved into the brick house on the corner" or "Mother, this is my friend, Ned Thomas." At parties a child who is almost a total stranger should not be introduced to all the guests at once but only to a sufficient number to set him or her at ease. Other presentations follow naturally during the course of the entertainment. On such occasions the roof introduction may be deemed all that is necessary since it is taken for granted that whatever guests assemble at the house of a friend on a special party invitation are desirable to know. It does not, however, do away with the awkwardness which comes from not knowing the names of those who are present. Street introductions are out of place unless the little group walks on together or there is great probability that the two strangers will be thrown together shortly afterward.

### ACKNOWLEDGING AN INTRODUCTION

**T**HE older person should take the initiative in acknowledging an introduction; and while it is very cunning for a small child to present his cheek



or his lips (the pronoun should be *her*; a boy would never be guilty), it is the sort of thing which loses its charm as he (again it should be *she*) grows older.

Since the object of an introduction is to make two people known to each other the names should be pronounced distinctly and an heroic effort should be made to remember them. People are very sensitive on this point—there is subtle flattery in letting one know that his personality is so vivid that it stamps not only his image but also his name on the minds of those he meets—and the gift of recalling names is a valuable business and social asset. The practice of repeating the name after an introduction is a commendable one for it gives an opportunity for correction if it has been misunderstood.

A child should always stand to receive an introduction even when the person introduced is of the same age and sex as himself, and should murmur some polite phrase expressing his joy at the meeting. When he is introduced to a child of his own age in his own home, the youngster should graciously extend his hand in greeting, but under most circumstances this formality is not observed.



## CHAPTER XII

# CORRESPONDENCE

*"The basis of good manners is self-reliance."*

### STATIONERY

FOR children under ten the task of writing letters can be made a positive joy by the use of the charming juvenile stationery with fairies or brownies or Kewpies or Mother Goose's people or the circus kiddies fairly tumbling over the pages. Older children discard this in favor of note paper like that used by adults. Plain white with a smooth or deckle edge is always in good taste. Delicately tinted paper may be used but not that with a gilt or colored border. An unobtrusive monogram is permissible but embossed crests and elaborate ornamentation of any kind are distinctly vulgar. The ink should be either black or blue, never violet, green, red, or purple. It is safer to avoid the use of perfume altogether but there is no very serious objection to a faint fragrance rising from a young girl's letter. Sealing wax should never be



added when there is mucilage on the flap of the envelope.

## POST AND POSTAL CARDS

**P**OST and postal cards are used for brief impersonal messages, as when one is visiting or traveling and wishes to send his address to his friends or when the card is interesting enough to be sent for its own sake. The messages which they bear should not begin or conclude with terms of affection and should be signed with the initials or with the first initial and the surname. They should not be written in an illegible scrawl and they should not be made to bear a communication long enough for a sheet or two of note paper. They should always be dated.

## CORRESPONDENCE CARDS

**C**ORRESPONDENCE cards are used when the message is too intimate for a post card and too short for a letter. They should be selected by the same rules which govern the choice of any other stationery.

## PERSONAL LETTERS

**D**OTING grandparents, aunts, and uncles expect letters from a youngster as soon as he has learned to guide a pen, however shakily, across a sheet of paper. It is a grave mistake for a mother to compose these missives or to criticise them with too great severity. The budding author should not



be deprived of the joy of creation nor of the satisfaction which comes from regarding his own handiwork.

There is no hard and fast rule laying down the length of time which should elapse before a letter is answered any more than there is a rule stating definitely how many times during the year one should call upon a friend. Under ordinary circumstances a letter should be responded to by the end of two weeks but if it is two years before the reply is started on its way it should not be burdened with apologies. *Qui s'excuse s'accuse.*

A note of thanks for a gift should be dispatched within twenty-four hours after it is received except at Christmas time when the holiday festivities prevent, and even then the "thank-you" letters should at least be in the mail box by New Year's day. These should be written by the child himself but when the gift is from one of his mother's friends she should supplement his note with one of her own, which is sent in a separate envelope.

Most difficult of all letters to write is one expressing sympathy to a bereaved friend but when the occasion arises the child himself should meet it. These unpleasant duties cannot always be shifted to some one else. The letter should not contain anything that does not bear directly upon the loss and it should be as short as possible successfully to carry its message.

Bread-and-butter letters, which are written after a visit, should be sent as soon as the writer has gotten back to his or her home. In addition to their par-



ticular function, that of conveying gratitude for hospitality, they may be made as chatty and as long as the writer chooses.

## BUSINESS LETTERS

THE business correspondence of a child is usually not very extensive but all children should be taught the basic requirements of a business letter, brevity, neatness, conciseness, courtesy, and legibility; and should be allowed to write simple letters ordering things for themselves. The example given below shows the general form which they should follow.

463 Cherry St.,  
Macon, Georgia.  
June 14, 19—.

Burton and Burton,  
976 Fifth Ave.,  
New York City, N. Y.

Gentlemen:

*Please send me the following books as advertised in your Spring catalogue:*

<i>Alice in Wonderland</i>	\$2.00
<i>Grimm's Fairy Tales</i>	\$2.00

*I am inclosing a money order for four (4) dollars.*

*Very truly yours,*

(Miss)



If the letter is written by a boy the title in parentheses does not form a part of the signature.

## INVITATIONS

UNTIL the little fingers have grown skilful enough to manage a pen without using more ink in blotting than in writing the mother writes all the invitations. She may have them engraved but this fashion has never won much approval, the formality of the social functions with which engraved cards are associated being quite out of keeping with most childish affairs. The printed blanks very much like the stationery of nursery days are procurable at most of the shops. They should be selected with reference to the kind of party that is to be given. There are so many designs that there is hardly an excuse for an inappropriate or an unattractive one. The invitation written on white paper is always in good taste though it is not always as appealing as some of the others.

Invitations should be sent from ten to fourteen days ahead of time if the affair is to be elaborate, but in ordinary cases two or three days is sufficient. They may be sent by post or they may be delivered by messenger or by hand. In the latter case they are unsealed.

An invitation should always be accepted in kind, that is, by word of mouth if it is given verbally or over the telephone, by formal note if it is given that way. And even when a child has seen the sender of



an invitation and has thanked him for it and accepted or refused in person it does not relieve him of the duty of sending a written answer. An invitation should be accepted or declined unconditionally. It is not permissible to say, "If I do not do such a thing I will come to your party on Wednesday." The present tense should always be used, not "will accept" but "accepts" for the act of accepting lies in the writing of the answer.

If the date and hour for the entertainment are repeated it will prevent embarrassing mistakes. Visiting cards are not used by well-bred people to accept or decline invitations; and the social activities of a child should not be so numerous as to make such a time-saving device necessary. Promptness in replying is so obvious a duty that many people consider the words, *Répondez s'il vous plaît* (R. S. V. P.), or *Please Reply*, discourteous and have discontinued their use.

An invitation for a week-end or several days should state the length of time the guest is expected to prolong his or her visit and should give some idea of what kind of entertainment is in store so that suitable apparel may be brought. It should contain assurances that the train will be met, and if there are several trains to choose from, a schedule should be inclosed along with a suggestion as to the best one to take.

Special cases call for special attention, and since each party is a problem in itself the following examples are offered not as models but as suggestions.



I

Informal Party Invitation Addressed to a Mother

(a)

*Dear Mrs. Johnson,*

*I am having a few of the children around on Monday afternoon to help celebrate Sarah's birthday. Won't you let Thelma come about four o'clock?*

*Very cordially yours,*

*Friday, 19—*

(b)

*Dear Mrs. Hopkins,*

*I shall be delighted to send Thelma to you on Monday afternoon and Thelma is pleased almost beyond words. Wishing for Sarah many happy returns of the day and many happy birthdays in the years to come, I am*

*Very sincerely yours,*

*Saturday, 19—.*

2

Informal Party Invitation Addressed to a Child

(a)

*Dear Thelma,*

*We are having a little party at four o'clock next Monday afternoon to celebrate Sarah's birthday. Won't you ask your mother to let you come?*

*Sincerely yours,*

*Friday, 19—*



(b)

Dear Sarah,

*Thelma says that she wishes she were able to write so that she could tell you herself how much she is looking forward to your party on Monday afternoon. She and I both hope for you the happiest of happy birthdays.*

*Sincerely yours,*

*Saturday, 19—.*

3

Formal Invitation to a Dance

(a)

*Miss Mary Alice Brown  
requests the pleasure of your company  
on Wednesday evening, February the tenth  
at eight o'clock.*

*Dancing*

*55 Lee Street.*

(b)

*Miss Lillian Simons accepts with pleasure your kind invitation for Wednesday evening, February the tenth at eight o'clock.*

*452 West Franklin Avenue,  
February 5, 19—.*



4

Formal Invitation to a Dance

(a)

*Dear Mary,*

*Mother is giving a little dance for me on Wednesday evening and I want so much for you to come. Bessie's cousin, Mildred, who visited her last summer, is to be here. Come at eight o'clock.*

*Cordially your friend,*

*Ferndale,*

*Friday 11, 19—.*

(b)

*Dear Agnes,*

*I shall be delighted to come to your dance on Wednesday evening at eight o'clock. I am glad that Mildred is to be there. I remember what good times we had together last year.*

*Sincerely,*

*The Pines,*

*Monday 14, 19—.*

5

Invitation to a Picnic

(a)

*Dear Jim,*

*I hope you have nothing planned for Friday afternoon for we are going to have a picnic at Blackshear's Ferry.*



*We shall meet here on our lawn at three o'clock and then ride out to the Ferry in trucks. Mother and some of the girls are going along, and Dr. Jackson, Mother says, to keep us from drowning. Bring your bathing suit and come along. Don't let rain stop you.*

*Yours,*

(b)

*Dear Bill,*

*The picnic idea is great and I'll be on hand and on time.*

*Yours,*

*June 21, 19—.*

6

### Invitation for a Week-end

(a)

*Dear Frances,*

*Can't you come down and spend next week-end with us? There is a train leaving the Terminal Station at three o'clock. It gets here at four, in plenty of time for you to clean up a bit and get ready for a moonlight picnic down at Well Springs. On Saturday morning we will sleep and in the afternoon we'll have a little party here. There is to be a famous preacher at the Cathedral Sunday and Mother says we must hear him. In the afternoon we'll ride out to Bronwood. And we can think of lots of other things to do after you get here.*

*Sincerely your friend,*

*Rosedale,*

*Tuesday 11, 19—.*



(b)

*Dear Annie,*

*Mother is almost as glad as I am that you have asked me to come down for the week-end. We have not been out of the city this summer and are all so tired of it. I'll come on the four o'clock train as you suggested, and then yo, ho, ho! for a good time.*

*Sincerely,*

*50 N. 116 St.,  
Friday, 14, 19—.*

A note postponing or recalling an invitation should state why it is necessary and should express genuine regret that it should be so.

*Dear Frances,*

*Mother has just been called to New York to help Father settle some business affairs and we cannot have the party on Tuesday. Perhaps before long, and oh, I do hope it, we shall be able to carry out our plans.*

*Sincerely yours,*

*Riverlea,  
Saturday, 19—.*

## ENVELOPES

**A**BOVE all things the address on an envelope should be neat and legible. A man's name is always preceded by a title, *Mr.*, *Rev.*, *Capt.*, etc.,



except when *Esq.* is written after it. In such a case the name stands thus:

*John H. Brandon, Esq.*

A small boy's name is sometimes preceded by *Master* instead of *Mr.* and quite often the name has the abbreviation *Jr.* following it. A girl's name or a woman's name is always preceded by *Miss* or *Mrs.*, as the case may be, but never by *Mrs. Dr.*, *Mrs. Rev.*, etc. A woman does not assume her husband's titles.

## SPELLING

NOT every one is endowed with the gift of writing a beautiful hand but everyone can with patience and perseverance learn to spell correctly and to compose clearly. Lord Chesterfield lays great stress upon the value of correct spelling and in writing to his son says, "It is so absolutely necessary for a man of letters, or a gentleman, that one false spelling may fix ridicule upon him for the rest of his life; and I know one man of quality who never recovered the ridicule of having spelled *wholesome* without the *w*."

Every child should be taught to consult, and how to consult, the final court of appeal in case of doubt—the dictionary.



## CHAPTER XIII

### FUNERALS

*"Yet can I not persuade me thou art dead . . .*

*Oh! no, for something in thy face did shine  
Above mortalitie that shew'd thou wast divine."*

#### THE HOUSE OF SORROW

**U**PON the death of a child the shades are lowered, the bell is muffled, and, if the household affords it, a carefully instructed servant in plain black livery is stationed at the front door to receive messages, admit callers, and to make himself or herself generally useful in preserving order and decorum. In place of the heavy crape which is usually fastened to the door knob it is more fitting to use a few white flowers or a spray of lilacs looped with white ribbon streamers.

The interior of the house should not be decorated with pot plants or palms hired from the florist and the whole sad affair should be conducted with the utmost simplicity.

#### THE FUNERAL SERVICE

**A**MOTHER may ask a relative or friend to look after visitors and a father may ask some one else to take care of the details of the funeral which will,



of course, be carried out in accordance with the religious faith of the parents and the instructions of the undertaker.

A brief notice of the death and the time and place of the funeral and interment inserted in the paper is sufficient to announce the bereavement to friends. The words, *Private Funeral* or *Please omit flowers* may be added but it is never permissible to publish expressions of grief and sympathy, be they ever so beautifully worded. This does not apply to resolutions which may be offered to the parents by business, fraternal, or other organizations. These, because they are of a more or less public nature, may be printed. More and more the tendency is growing toward private and severely simple funerals, and relics of barbaric days, such as splendid display of flowers or music, are not in good taste.

Pall bearers act as honorary escort to the body of the deceased. They are rarely asked to serve at a house funeral but at the church six or eight friends of the dead may be asked to walk before the casket, or friends of the parents may be asked to act in this capacity or to bear the casket itself. The mother and father, if the mother has her grief sufficiently under control to allow her to be present, walk arm in arm after the coffin, their surviving children, following in pairs, the eldest in the lead.

Only intimate friends ever attend the funeral of a child. Guests should not wear gaily colored garments, and wraps should not be removed, either at



the home or the church. If it is uncomfortably warm a coat may be taken off and thrown over the arm. Every one rises as the funeral cortège enters and again as it passes out. When the service is ended friends should disperse quietly to their homes. Only those nearest and dearest to the bereaved have the right to remain to say good-bye.

## CONDOLENCE

**M**ANY people prefer to express their sympathy with flowers. These should not be wrought into formal wreaths or showy patterns, and for the funeral of a child cut flowers, white or faintly colored, are most appropriate. A note of condolence or a pencilled word of sympathy on a card are in most cases to be preferred to a call. This last is apt to be in the nature of an intrusion even when the caller has the best intentions in the world. (See page 80). All expressions of sympathy should be acknowledged but this may be deferred until the bereaved have in a measure recovered from their sorrow. (See page 86.)

## MOURNING

**C**HILDREN should not be brought into contact with death and violent sorrow any more than is necessary. The waiting years that stand beyond the gates of childhood have trials enough in store



for them. A grief-stricken mother naturally clings to the garments of mourning but if she has other children she should deny herself the solace which comes from wearing them. The constant presence of black has too depressing an effect on young people. The conventional period of mourning for a mother who has lost her child, though this is something she can best settle with her own heart and conscience, is two years, black for the first, gray, white, and lavender for the second. Full social duties are not resumed until she has again begun wearing colors.

A father may signify his mourning by a black band around his sleeve, a custom which like many another, seems to be gaining in popularity the more the authorities rail against it.

No child under sixteen should ever wear mourning except pure white, and no child should ever use black-bordered stationery.



## CHAPTER XIV

# RIDING AND DRIVING

*"Sing, riding's a joy! For me, I ride."*

### AUTOMOBILING

THE etiquette of driving consists of doing whatever makes the highway safe for everybody; and no child should ever be allowed to try to manage an automobile until he is capable of handling it and himself in a crisis. A good driver always acts on the assumption that there is another car around the corner or over the curve. In nine cases out of ten it is not there but it is the tenth that counts, and a car running smoothly with a steady hand at the wheel and a clear head directing it is worth all the emergency brakes in the world. A courteous driver takes no more of the road than he needs, gives warning when he is coming by sounding his horn, when he is going to turn by holding out his hand, waits until the gates are up before trying to make a railroad crossing, and takes no chances in racing across the street ahead of a trolley car or motor truck. He never sounds his horn for its own sake and he does not honk it in front of a door as a



signal to a friend. This is a lazy and discourteous practice which disturbs the neighbors and insults the person whom it summons. The only two reasons it has for existing are both poor ones. It is convenient and the driver is in a hurry. Life is short, but it is lived only once and there is always time to live it nicely.

In America the rule of the road is to keep to the right but in England and many other places that of keeping to the left obtains. If the driver wishes to pass a car on the road he should sound his horn and, when the other driver has drawn his machine to one side, pass it with a courteous bow of thanks. Break-neck speed and racing with unknown machines is foolish as well as ill-mannered.

A lad should help his mother and sisters into an automobile unless the machine is constructed so that he will have to crawl over them to get to his place. In that case he should seat himself first and allow them to get in unassisted or with the help of the chauffeur.

Long motor trips should be carefully planned in advance and if guests are to be included the part of the expenses which they are to bear should be distinctly understood beforehand. Children who are in danger of being homesick should not be carried off on rides which are to last several days. There are usually enough hardships to be met with along the road without internal trouble of this kind.

There is practically no difference between the eti-



quette of riding in an automobile and in a carriage except that in the latter case the feelings of the horse have to be considered. The seats of honor are those which face the front and should therefore be given to older people, or if only children are riding, to girls.

## BICYCLING

**W**HEN bicycling went out of fashion most people stopped riding, but perhaps some day even with automobiles and aëroplanes galore, it will come again into its own. Meanwhile it belongs especially to boys and girls. There are two rules which, observed, will save many a heartache and doctor bill. Stay off the sidewalk. Do not catch hold of the rear end of vehicles and swing on while they propel you along.

## RIDING

**T**HE most conservative communities have realized that the better part of modesty is safety, and nearly everywhere little girls wear boots and breeches when they ride instead of the clumsy skirts of a generation ago. The caprice of fashion prevents a detailed description of a correct riding habit but one striking because of color or design is never in good taste.

Before mounting, a rider should always inspect the



girths, and then, taking the reins in his left hand, the crop in his right, and placing his left foot in the stirrup and his right hand on the pommel of his saddle, should spring into place and thrust his right foot in the other stirrup. Once seated the old rule was,

Keep up your head and your heart,  
Your hands and your heels keep down;  
Press your knees close to your horse's sides  
And your elbows close to your own,

but a better rule than this is to sit naturally so as to be able to follow the rhythmic motions of the animal. A good rider is one with his horse.

Not until he has grown into a strong and valiant lad should a boy attempt to help his sister to mount in any way except by leading her horse to a stand and holding the reins while she clambers up as best she can. When he grows older he may place his hand as a step for her left foot, raising it gradually until she has gained her saddle. Always he should dismount first; and he may either lead the horse of his companion back to the stand or he may place himself so that she can put one hand on his shoulder and the other in his right hand as she leaps down from her perch.



## CHAPTER XV

# SPORTS AND SPORTSMANSHIP

*“If the sportive activity allowed to boys does not prevent them from growing up into gentlemen; why should a like sportive activity allowed to girls prevent them from growing up into ladies?”*

### GAMES

**D**ANGER lurks in the idle hour. The time when a child is in school or at work will take care of itself but wise guidance is needed when time comes to play. The most valuable, because the most universal and the most social, form of recreation for young people is playing games. Aside from the sturdy qualities of character which the right sorts of games cultivate, nothing so effectively teaches the little amenities of life, nothing so thoroughly inculcates the principles of living and working together, nothing gives so complete a knowledge of what constitutes good citizenship. On the playground the timid child finds confidence, the sluggish child alertness, the domineering child restraint, and all children strength of body, quickness of mind, and beauty of soul.



Children should not be encouraged to play games which depend on chance but rather those in which the victor wins by his own prowess and skill. The others tend to make him bow down before the wicked little god of luck, than whom none is more treacherous. When, as at a party, a prize is offered, its intrinsic value should be small and the games should be played for their own sake rather than for the reward.

It was not by accident that the peoples of earliest times that were most skilful in games builded the greatest civilizations, and it is not by accident that to-day the nations which command the highest respect are those which train their youth on the football field and the baseball diamond as well as in the schoolroom and the workshop. It was on Mt. Olympus that the Greeks developed most of the qualities that made their country the glory of the ancient world, and it is worth remembering that the guerdon for which they struggled was a branch of wild olive. Only that. No wonder they were a race of giants.

Nearly all games have a code of rules which must be strictly followed, and in these the specialized etiquette for each one is bound up. Fair play usually begets courteous play, and there cannot be courteous play unless there is fair play. Good sportsmanship means winning without boasting, losing without explaining how it happened, being cheated without loss of temper, and seeing an easy way to seize an unfair advantage and passing it by.



Back in the good old days it was considered unladylike to make any demonstration at a track meet or a ball game but it is a very cold-blooded young lady indeed who can watch the home team dashing in to victory without a shout of triumph or see the same team struggling with defeat and not give a cry of encouragement. There are limits, however, even in these degenerate days, and children should never shriek derision in the faces of the losers or let themselves become boisterous in their approval or disapproval. In the special yells for interscholastic athletic events and others there should be no profane or vulgar words, and the playground vocabulary should not be one that will taint the every-day vocabulary when the two merge into one. Courtesy demands that a yell be given the visiting team before and after the game whether they are the victors or losers.

Besides games there are many other kinds of clean, healthful, active outdoor sport in some form of which every child should have an opportunity to engage.

## BATHING

**I**T IS a mistake to think that the garments of modesty can be thrown aside with impunity when one steps into a bathing suit, and a girl can no more afford to dress imprudently at the swimming pool or on the beach than she can in the ball-room or on the street.



Common sense dictates that a bathing suit be not so clumsy as to impede the wearer's movements in the water nor so scant as to make her the object of special attention. A very small child may go in swimming without skirts or stockings but her sister of twelve or fourteen has not the same privilege.

Boys and very athletic girls should not play roughly nor frighten those who do not know how to swim. Those who are at home in the water should spend a part of their time helping those who are less fortunate.

Parents should be careful about the places where they allow their children to bathe. The "ol' swimmin' hole" is usually safe enough, but improperly drained indoor pools and natatoriums are alive with typhoid and other deadly germs.

## BOATING

**I**T IS best to take no chances, and a child should not try to row a boat before he has learned to swim, nor should he be allowed on a lake or river with some one else unless he can pull himself out in case of an upset or is with some one who can do it for him.

Overturning canoes is sport when all the players have on bathing suits and know how to swim well. Under other circumstances it is only a person deficient in some of his faculties who rocks a boat or does anything else which is likely to cause an accident. It is no easy matter to get out of deep water when one



is fully dressed, and as for getting some one else out, it is only an expert who can do it.

## HUNTING

**N**O CHILD should be given a rifle or gun until he is taught that mother birds, bluebirds, mocking birds, and other songbirds are not game for the hunter. A good hunter never shoots at anything without knowing what it is and he never kills anything that he has no use for or for the sake of slaughter.

## FISHING

**A**N ENTHUSIASTIC fisherman recently said that he thought happiness should be spelled f-i-s-h-i-n-g. At any rate there is a great deal of sport to be gotten out of a day spent angling. The by-products, even when no fish are caught, make the trip worth while. The lure of adventure, the charm of uncertainty, the joy of being out of doors, the thrill of actually catching something are more than enough to balance the dozens of petty annoyances (mosquitoes and bramble bushes, for instance) which are met along the way. And even these furnish good discipline for the disposition.

The fish should be given at least a fighting chance. There is not half the excitement in seining for them that there is in going after them with hook, line, and



sinker; and clean sportsmanship does not countenance such practices as dynamiting pools for fish or killing them wholesale in any other way.

## HIKING

A MERRY band of youngsters hiking down a country road early in the morning to cook breakfast beside some half-hidden spring is a group of people to be envied. There are no rules for them to follow beyond dressing comfortably and warmly, wearing low-heeled walking shoes, carrying plenty to eat, and never doing anything which will make them unwelcome travellers along the same highway.

## SCOUTS

THROUGH membership in the Boy Scouts a lad learns not only the finest kind of courtesy, that which comes from a manly spirit, but he also learns the foundation principles of clean sportsmanship, not only in his ordinary pursuits and games but in the greatest game of them all, the game of Life. What the Boy Scouts do for the lad the Girl Scouts do for his sister; and few agencies working for the mental, moral, and physical well-being of boys and girls deserve higher praise than these two organizations. With the kind permission of each one we print below their slogans, mottoes, and laws. Truly the youth



of America with these aims before him as he travels into the future

“By the vision splendid  
Is on his way attended.”

## GIRL SCOUTS

### MOTTO

*“Be Prepared”*

### SLOGAN

*“Do A Good Turn Daily”*

### PROMISE

On My Honor, I Will Try:  
To do my duty to God and to my Country;  
To help other people at all times;  
To obey the Scout Laws.

### LAWS

- I. A Girl Scout's Honor is to be trusted.
- II. A Girl Scout is loyal.
- III. A Girl Scout's Duty is to be useful and to help others.
- IV. A Girl Scout is a friend to all, and a sister to every other Girl Scout.
- V. A Girl Scout is Courteous.
- VI. A Girl Scout is a friend to Animals.
- VII. A Girl Scout obeys Orders.



- VIII. A Girl Scout is Cheerful.
- IX. A Girl Scout is Thrifty.
- X. A Girl Scout is Clean in Thought, Word and Deed.

### BOY SCOUTS

The motto and slogan are identical with those of the Girl Scout organization.

### THE SCOUT OATH

On my honor I will do my best:

1. To do my duty to God and my country, and to obey the Scout Law;
2. To help other people at all times;
3. To keep myself physically strong, mentally awake, and morally straight.

### THE SCOUT LAW

#### 1. A SCOUT IS TRUSTWORTHY

A scout's honor is to be trusted. If he were to violate his honor by telling a lie, or by cheating, or by not doing exactly a given task, when trusted on his honor, he may be directed to hand over his scout badge.

#### 2. A SCOUT IS LOYAL

He is loyal to all to whom loyalty is due; his scout leader, his home, and parents and country.



## 3. A SCOUT IS HELPFUL

He must be prepared at any time to save life, help injured persons, and share the home duties. *He must do at least one good turn to somebody every day.*

## 4. A SCOUT IS FRIENDLY

He is a friend to all and a brother to every other scout.

## 5. A SCOUT IS COURTEOUS

He is polite to all, especially to women, children, old people, and the weak and helpless. *He must not take pay for being helpful or courteous.*

## 6. A SCOUT IS KIND

He is a friend to animals. He will not kill nor hurt any living creature needlessly, but will strive to save and protect all harmless life.

## 7. A SCOUT IS OBEDIENT

He obeys his parents, scoutmaster, patrol leader, and all other duly constituted authorities.

## 8. A SCOUT IS CHEERFUL

He smiles whenever he can. His obedience to orders is prompt and cheery. He never shirks nor grumbles at hardships.

## 9. A SCOUT IS THRIFTY

He does not wantonly destroy property. He works faithfully, wastes nothing, and makes



the best use of his opportunities. He saves his money so that he may pay his own way, be generous to those in need, and helpful to worthy objects. He may work for pay but must not receive tips for courtesies or good turns.

10. A SCOUT IS BRAVE

He has the courage to face danger in spite of fear and to stand up for the right against the coaxings of friends or the jeers and threats of enemies, and defeat does not down him.

11. A SCOUT IS CLEAN

He keeps clean in body and thought, stands for clean speech, clean sport, clean habits, and travels with a clean crowd.

12. A SCOUT IS REVERENT

He is reverent toward God. He is faithful in his religious duties, and respects the convictions of others in matters of custom and religion.



## CHAPTER XVI

# POLITENESS AND PATRIOTISM

*"Be just and fear not  
Let all the ends thou aim'st at be thy country's  
Thy God's and truth's."*

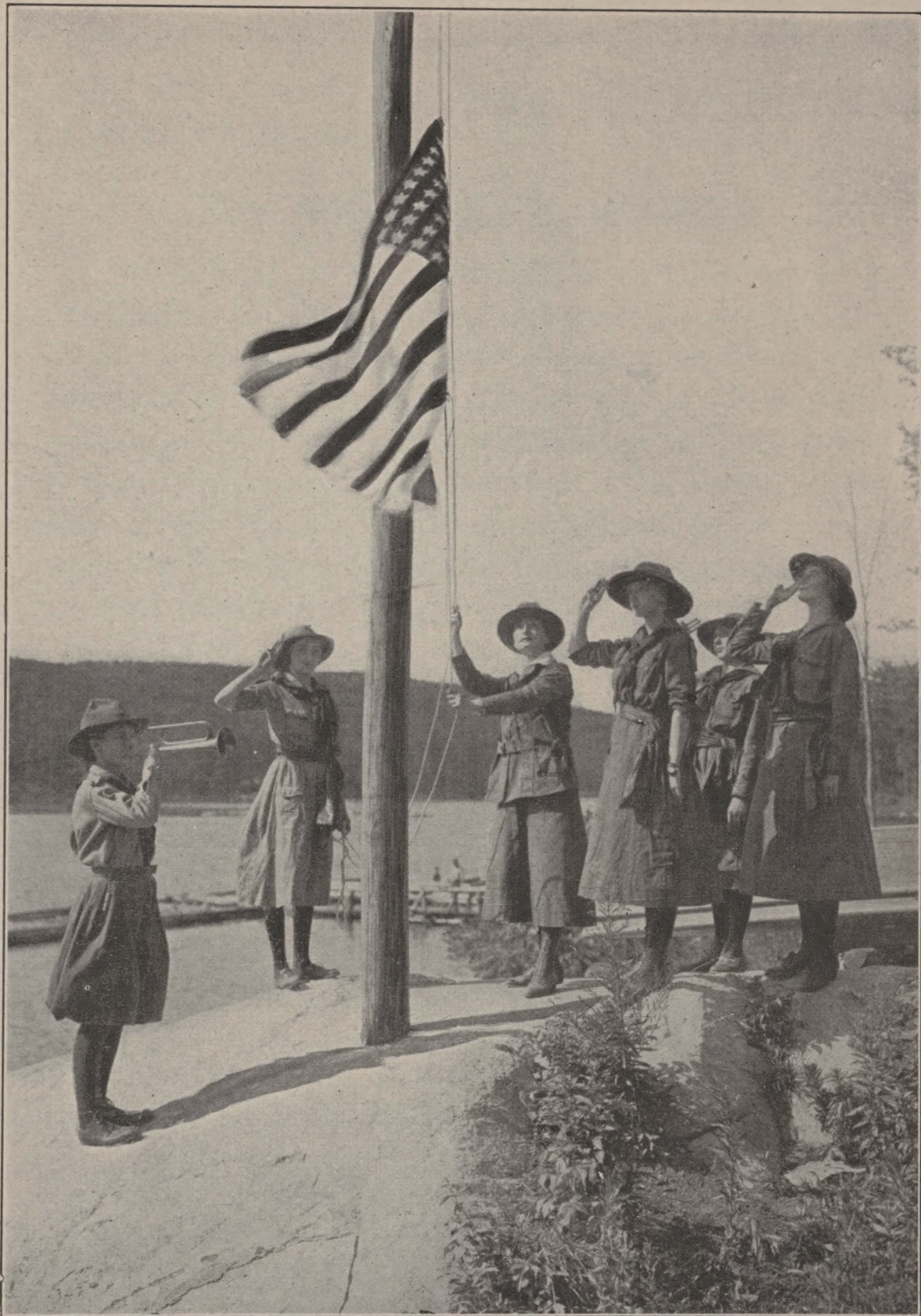
## PATRIOTISM

THE patriotism that thrills to the sound of martial music and the trappings of war and catches momentum from the enthusiasm of crowds is something that does not have to be taught; but from his mother and father a child has to learn that after the tumult and the shouting have died away from wars and holiday celebrations

*"Yet much remains  
To conquer still: Peace hath her victories  
No less renown'd than War."*

and that the patriotism of peace is as great as the patriotism of battle and that the patriotism which lives for the flag is greater than that which shouts for it. And before he can be taught the etiquette of the





*Photo by Brown Brothers*

“AND THE STAR SPANGLED BANNER IN  
TRIUMPH SHALL WAVE”







flag he must know something about what it means and what it stands for.

## THE AMERICAN'S CREED

"I believe in the United States of America as a government of the people, by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a Republic; a sovereign Nation of many sovereign States; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice, and humanity for which American patriots sacrificed their lives and fortunes.

"I therefore believe it is my duty to my country to love it; to support its Constitution; to obey its laws; to respect its flag; and to defend it against all enemies."

## THE PARTS OF THE FLAG

Staff—the flag pole or pike.

Hoist—the vertical width of the flag next to the staff.

Fly—the horizontal length of the flag.

Canton—the upper corner next to the staff.

Union—the device in the canton, in the Stars and Stripes, the blue field containing the stars.

## THE COLORS OF THE FLAG

When Congress adopted the Stars and Stripes, Washington said, "We take the star from heaven, the



red from our mother country, separating it by white stripes, thus showing that we have separated from her, and the stripes go down to posterity representing liberty." The colors have also another symbolism, the red standing for courage, the blue for truth, the white for purity.

## RAISING THE FLAG

The flag should never be raised before sunrise nor lowered before sunset (except in battle or during a siege, and, of course, a child has no concern with these) and should not be raised at all during stormy weather (except in military posts, etc., where a special storm flag is used). It should never be allowed to touch the ground and it should always be raised to the top of the staff even when it is to be lowered to half mast immediately. On Memorial Day it should fly at half mast until noon and then should be raised to the top of the staff until sunset.

While the flag is being raised or when it is passing in review or on parade the spectators should stop if walking, or rise if sitting, and stand at attention, the boys and men uncovered, the girls and women with their hands at their sides, all ready to give the salute.

## SALUTING THE FLAG

It is said that the hand flag salute grew out of the ancient practice of branding slaves in the palm of the



hand, and of men upon taking an oath holding up the right hand so as to show the clean palm of a free man. Whether this be true or not it is a pretty idea that the holding up of the hand in salute to the flag is for the purpose of showing the clean palm of a loyal American.

The hand flag salute consists of raising the hand to the forehead above the right eye, palm downward, fingers outstretched and close together with the arm at an angle of forty-five degrees and carrying it outward about a foot and dropping it to the side with a quick motion.

The oral flag salute for small children is,

*We give our heads and our hearts to God and our country: one language, one flag.*

Older children can master the following:

*I pledge allegiance to my flag, and to the republic for which it stands; one nation, indivisible, with liberty and justice for all.*

## DISPLAYING THE FLAG

In all pictorial representations the flag should be shown with the staff to the left, the banner floating to the right.

In displaying it out of doors it should properly be hung from a staff or swung across a thoroughfare in such a way that it cannot deface itself by flapping against the walls of buildings. In streets running north and south the blue field should be placed



toward the east; in those running east and west, to the north. When it is hung with the stripes downward so as to be seen from one side only the union should be at the right as one faces the flag; but if it is hung so as to be seen from both sides the union should fly at the right of the building (right to be determined by facing in the same direction that the building does). If the flag is hung horizontally so as to be seen from one side only the union should be at the left; but if it is to be seen from both sides the union should be placed at the right of the building.

The flag should never be worn as a part of a dress and when used as a badge it should be placed over the left breast or in the left lapel of the coat.

When it is used in unveiling monuments it should not be allowed to touch the floor but after the ceremony should be allowed to float aloft. When it is placed over a bier the Union should be at the head.

The flag should never be draped, rosetted or twisted out of shape; it should never be placed below a person sitting and nothing except the Bible should ever be allowed to rest upon it. If it is used in a "glory" or cluster the Stars and Stripes should be at the right. In parades it should be placed on a staff so that it will fly above the marching columns. It should be at the right if it is carried with one flag, in front if with several.

Red, white, and blue bunting make very effective decorations and may be used in any way desired.



The blue stripe should be at the top, then the white, then the red.

### A WORN-OUT FLAG

A ragged or faded flag should never be displayed, and when for any reason a flag is beyond use it should be either framed under glass like a picture or burned so as to prevent possible desecration.

### SPECIAL DAYS FOR DISPLAYING THE FLAG

Lincoln's Birthday	February 12th
Washington's Birthday	February 22nd
Inauguration Day	March 4th
Battle of Lexington	April 19th
Battle of Manila Bay	May 1st
Mother's Day	Second Sunday in May
Memorial Day	May 30th

There are many different days celebrated farther south where the flowers come earlier. April 26 is Memorial Day in Georgia, Alabama, Mississippi, and Florida; May 10th, in North and South Carolina; June 3rd, in Louisiana; the second Friday in May in Tennessee.

Flag Day	June 14th
Bunker Hill Day	June 17th
Independence Day	July 4th



Labor Day	First Monday in September
Columbus Day	Oct. 12th
Armistice Day	Nov. 11th

## NATIONAL SONGS

Although the "Star-Spangled Banner" has never been formally adopted by Congress, the recognition which the Army and Navy have given it make it *a* national anthem if not *the* national anthem. When it is played everyone should rise and stand at attention ready for the salute at the close. The same courtesy should be shown the national air of any other country when it is played as a compliment to a representative of that country.

The Star-Spangled Banner should never be played as a recessional nor as a part of a medley nor indiscriminately on all occasions but only when the surroundings are likely to induce a feeling of patriotism and reverence.



**SUGGESTIONS FOR PARTIES  
AND OTHER ENTERTAINMENTS**







## SUGGESTIONS FOR PARTIES AND OTHER ENTERTAINMENTS

### PARTIES IN GENERAL

THE happiest moments in the life of a man or woman are those in which they remember the happy days of their childhood. It is a pity there are not more of these—it takes so little to make them, and to most children the summit of earthly bliss is reached in the giddy rapture that comes from going to a party or a picnic.

Roughly speaking, there are two kinds of parties, the “dress-up” variety where every one is on his p’s and q’s, and the informal frolic where old clothes play a large part and conventionalities are thrown aside for a time. Properly educated a child will be able thoroughly to enjoy either one. As sad a spectacle as the youngster too timid or too ignorant of the amenities of polite society to mingle with the other guests at an indoor fête is that of a blasé child too bored to join in a rollicking good time out in the woods.

Aside from their value as pure entertainment the seasonal parties have another use. Through them a



child learns to associate many of America's greatest men and dearest traditions with joy and gladness and youth and hope instead of the almost tragic seriousness which comes later. However weary the guardians of children may be of axes and cherry trees and cupids and log cabins and pumpkins and red bells they must remember that these things are new to the little people; and however deep the heartache which Christmas brings to the parents it should bring only joy to the children; however sharp the pang which the sight of the flag sends to the breast of the mother it should bear only a thrill to that of her child.

In getting a house ready for a party no pains should be spared to make it attractive. Children react unconsciously to the beauty around them, and lovely flowers and music and a general air of gaiety carries them away at once to realms of enchantment.

But, however beautifully the house may be decorated, the work of the hostess is only half done when she has finished it, and the slogan of every successful entertainer is, "A good time for every guest." If games are to furnish the amusement they should be carefully chosen beforehand and active ones alternated with quiet ones so that the children will not be worn out. If there is dancing it is the duty of the hostess (the child can help here) to see that no bashful little boy shrinks into the corner and that no unhappy little girl sits neglected against the wall.



Boys as a rule do not take kindly to the dress-up form of entertainment, and a test of the ability of a hostess is the joy which a small boy is able to extract from her parties. The games should begin at once. At first children are nearly always galvanized into a kind of stiffness that must be broken down. Small parties are usually the most successful. Large numbers are too unwieldy.

There should always be favors of some kind for the youngsters to carry away as tangible evidence of the fleeting joy of the occasion. These may be presented in a variety of ways. Three of the most approved are through fish ponds, grab bags, and Jack Horner pies. For the fish pond each small gift is wrapped in such a way that a thread is left dangling for the fish hook to be thrust through. They are placed back of a screen over which the fishing pole is extended and some one who is concealed behind it fastens the packages to the hooks and the young anglers pull in their catch. Or they may be placed in a long low basin that looks somewhat like a real fish pond in which case each guest must catch his fish without assistance. For a grab bag the gifts are wrapped and placed within a bag or other receptacle and each child after being blindfolded reaches in his hand and draws out a prize. The Jack Horner pies offer many charming variations and they may be secured from the shops in so many different shapes that an appropriate pie may be found for almost any party. A rose a pumpkin, a snowball, a basket and many other



ordinary objects may be used as models. The gifts are concealed within and to each one is attached a ribbon at the other end of which (this end is outside the pie) the child's name is fastened. Each guest takes his streamer in hand and when the hostess gives the signal they all pull at once and the gifts come to light in a merry flutter.

The refreshments for a children's party should be toothsome, wholesome, and pretty to look at. It is a poor sort of hospitality which plies a child with so many sweets that there is always a dismal morning with the doctor on the day after.

The best time for a party for children under ten is between four and seven in the afternoon and it should never continue for more than two or three hours. Children tire very quickly. For older boys and girls evening dances and parties may be given but they should not last later than eleven o'clock except once in a great while on some special occasion like New Year's.

All entertainments given by children should be under the guidance and chaperonage of older people, but the small hosts and hostesses should feel that a large part of the responsibility of getting ready for their guests and making them have a good time rests with them.

In the suggestions for parties on the pages which follow, only the distinctive features for each occasion are given. The hostess must supplement and delete and combine to make her entertainment suitable for



her home and for the particular group of children for whose enjoyment it is given.

## NEW YEAR

**I**N ORDER that the New Year may have a halo of its own and not be merely a warmed-over Christmas, all holly wreaths, red bells, and other special decorations are taken down. There is green in abundance, and mistletoe. This last for luck. It is an old superstition that evil spirits will stay away from the house in which mistletoe hangs on New Year's day.

Everyone, small children as well as older ones, is interested in the fortunes which the year will bring and any of the popular methods of looking into the future may be called into service. A way that has been used many times at the beginning of the year is to place twelve lighted candles on the floor in a row, each one symbolizing by its color the month for which it stands. If the child can jump over them all he will have good luck throughout the year, but if he upsets or extinguishes one some dire calamity is in store for him during the month for which the candle stands.

There is no more reason for denying children the pleasure which comes from fortune telling and playing with superstitions than there is for prohibiting fairies or Santa Claus. Yet they must be handled sanely, for if undue weight is attached to them, or if



the child is led to believe too firmly in them they may be very harmful.

A watch-night party is not suitable for small children and for older ones there must be some especially attractive form of amusement to keep them from being sleepy when twelve o'clock comes. A skating party or a sleigh ride followed by a hot supper at eleven will put the merrymakers in good shape to give a rousing welcome to the New Year.

## VALENTINE

A VALENTINE party is one of the easiest and prettiest of all parties to prepare for. The rooms should be gay with red berries and roses or carnations, and vines and ferns and hearts. The hearts may be cut from red cardboard and festooned about the room. Favors, and the shop windows fairly beam with these, should represent either St. Valentine or his ambassador, Cupid. The small host and hostess may be attired like the Knave and the Queen of hearts and they may ask their guests to come dressed in the same way. Red hearts scattered over a white dress with a red cardboard crown upon the head will transform any tiny maiden into a most acceptable queen.

An archery contest with a heart-shaped target graduated into smaller hearts should find a place among the amusements. When the contest must be held in a room where the guests are necessarily



close to the target the difficulty of reaching the centre may be increased by blindfolding each contestant.

The valentines—for of course there must be a valentine for every guest—may be distributed through a Post Office, one child acting as postmaster and calling the names of the others. Also there must be fortunes. These may be concealed within a heart-shaped Jack Horner pie which is placed in the centre of the dining table if dinner is to be served or on a table in the drawing room if there are to be only light refreshments.

Sandwiches cut in the shape of hearts or tied into a scroll with a red ribbon, or round tomato sandwiches with a bit of red showing through, cream in the shape of hearts or cupids, and many other dainty touches give distinction to the refreshments.

A word of caution about sandwiches. They should never be so fancifully cut or tied as to suggest that they have been handled a great deal. They are more palatable when they are a little less beautiful.

## WASHINGTON'S BIRTHDAY

QUAINTNESS and charm attend a Washington's birthday party given according to the custom of the time in which he lived. Invitations are written on large sheets of paper and sent without envelopes. The paper is folded so that the top and bottom edges meet in the middle. Then the sides are folded over, one overlapping to receive the sealing



wax and seal. The old-fashioned *s* which looks in script very much like an *f* and the article *ye* instead of *the* are used.

An ye pleafe to come, ye fhall be right welcome at ye home of Miftreff Agnef Sheppard on ye ev'ning of ye twenty-fecond day of February. Pleafe come in ye old-time countrie dreff at ye hour of eight.

Martha Washington dresses are easy enough to make and most thrilling to wear. The smallest girl feels quite grown-up in one of them especially if her hair is powdered and piled high on her head. Boys are not so easily fitted out but a little study of the pictures in history books of the period will furnish ideas as to how a twentieth-century suit of clothes may be made to look as if it belonged to a gentleman of nearly two hundred years ago.

The house should be decorated in patriotic colors or in Colonial colors, blue and buff. Napkins are folded into cocked hats, and turkey which was to Washington "the new bird of this country", and ice-cream, then called frozen custard, are features of the refreshments. If a dinner is served corn-bread, sweet potatoes, and cider should find a place on the menu. The hostess is fortunate if she possesses blue English or Canton china which with a daffodil



at every plate and a large bowl of them in the centre of the table makes a most inviting setting for a feast.

The ideal amusement for the evening is the Virginia Reel danced to the tune of a darkey's fiddle, or an old-fashioned square dance if some one can be found to call "Swing your partner," "Salute your partner," and "Balance all" and the rest of it at the proper times.

A game specially suited to the occasion is called "Washington crossing the Delaware." The players are divided into two groups who station themselves in two homes or bases some distance apart with a line drawn half way between to represent the river. The players on each side are given names of certain adverbs as anxiously, blindly, cautiously, or drunkenly, etc. When they are all in place and all named the leader of one side calls to the other,

"Washington is crossing the Delaware."

"How?"

"A."

The player whose name begins with "A" crosses the intervening space in the manner described by the adverb for which the letter stands while the group on the other side try to guess what it is. If "Washington" is able to touch their base line and get back to his own people before they have guessed it he is safe. But if he is caught (and the players give chase as soon as they have guessed correctly) he goes to that side. The side which has the greater number of players at the end of the game is victor. Appropriate adverbs are angrily, alertly, bashfully, blindly,



boldly, cautiously, carelessly, drunkenly, daringly, eagerly, frantically, gracefully, hurriedly, indignantly and many others.

## ST. PATRICK'S DAY

THE invitations for St. Patrick's day should bear some design suggestive of the occasion, a shamrock, a shillelah, a pig, a potato, or a black cock. Formerly every year in Ireland on the 17th of March a black cock was killed in honor of the patron saint of the island. The significance of the other emblems is too well known to be repeated.

Green should be used in prodigal abundance in decorating. Ferns and smilax with here and there a few flowers suggestive of the coming spring are charmingly fitted to the season. If there is a dinner the centrepiece may be a pig with an apple in his mouth, "the gentleman that pays the rint," the sacred cock, a yacht modelled after one of the famous *Shamrocks* or it may be a Jack Horner pie. Green candles may be used but they should not be shaded with green, and the whole menu should be as near green and white as possible. Appropriate dishes are green-pea soup, potato salad nestling in lettuce leaves, spring lamb with mint sauce, cakes iced in green and white, pistache ice-cream and green-and-white after-dinner mints.

The guests may be entertained by games or they may have a bubbles party (See page 153).



If they are old enough for it they will enjoy a contest to determine which of them blindfolded can draw the best pig. None of the productions will look very much like pigs but a prize should be given to the artist whose work is least bad.

Each guest may be called upon to tell a joke or a story, preferably Irish. If they are warned beforehand the results will be much better.

### APRIL FIRST

**F**UN may go as far as one likes but coarse practical joking is out of place even on April Fool's day. This is a good time for a masquerade or a backward party. The first needs no description and no eulogy. For many years it has been one of the most popular of entertainments. In the second everything is done in exactly the opposite way from that which custom directs. The invitations are written so that they have to be held up before a mirror to be read. The guests put on their clothes backward, walk backward, talk backward, in so far as it is possible to do so and remain intelligible, and eat backward. Dinner is served backward and everything is disguised. Olives are hidden under nut shells, salad is placed inside a banana peeling, meat is concealed under a mound of rice or potatoes and among the real cakes are sham ones made of iced pill boxes. Cups are used instead of glasses, soup plates instead of dinner plates, and everything is topsy-



turvy. Games are played by any rules except the right ones with the exception of the Japanese Crab Race which is run strictly "according to Hoyle." During an interval when they need rest from active games each child is furnished with a piece of paper and a pencil on which to write the alphabet backward, the one who performs this feat most quickly receiving a prize.

A fish pond is a peculiarly suitable form of entertainment on April Fool's day since in France the fish is the symbol of the first of April, the significance rising, of course, out of the ease with which people are "caught."

## EASTER

**A**LMOST as good as Santa Claus is the rabbit which lays the Easter eggs. It is said that this delightful creature was a bird until the goddess Eastre took pity on it, for it seems not to have liked being a bird, and changed it into a rabbit. Since that time once every year, out of remembrance of its former life and out of gratitude to the goddess it lays brilliantly colored eggs.

For an Easter egg hunt either hardboiled eggs or candy ones may be used. They should be hidden out of doors in clumps of grass when it is possible and trifling prizes offered for those who find the largest number and for those who find certain marked eggs that bring special rewards.

After the hunt there may be a potato race except



that an egg is used instead of a potato. Each runner has an egg in a spoon and the one who finishes first without dropping the egg is the victor. And there may be a contest in which each player strikes an egg against one held in the hand of another player, the egg that breaks being forfeited to the child who struck it. The one with the largest number at the end of the contest wins a small prize.

A dinner table can be made especially attractive at Easter with a tiny pool on which ducks are floating in the centre. If the pool is made of a flat mirror the ducks may be fuzzy but if it is a basin of real water the ducks should be celluloid. It should be edged with something to represent the green grass of the bank growing all around. The gaily colored candy eggs, the downy yellow chickens, ducks, geese, and goslings make cunning favors or place cards to have at the plate of each diner but where there are so many things to choose from the hostess must be careful not to overcrowd her table.

## MAYTIME

**T**HE invitations to a Maytime party may be written on a tiny basket of flowers, and everything about the party whether it is given at the first or the last day of the month should be in keeping with the season. Sweet peas, apple blossoms (crab apple blossoms are lovely) or some other early flowers should be used in decorating. Refreshments should be in



marked contrast to the hot things usually served in winter, and strawberries with or in cream, pink-and-white cakes and pink-and-white bonbons are in keeping with the spring weather outside, or with the spring weather which ought to be outside, if the merry month of May lives up to the reputation which the poets have given her.

For an indoor entertainment a sweet-pea party is suggested. (See page 152) but if there is a spacious lawn or a wooded grove anywhere near there must be a Maypole dance.

For this, a pole about ten feet high, six inches thick, firmly set, and tapering is erected. Rainbow-colored streamers of ribbon or cambric are fastened securely about a foot from the top and the fastening concealed by a wreath of leaves and flowers. There should be merry tunes for the dance and if each tiny dancer has bells strapped to his or her ankles the effect will be much prettier. When the children have grown tired of skipping around it is time to plait the streamers. This is done by letting half the dancers take ribbons in their right hands, the other half in their left while they face each other in couples. When the music begins (preferably a familiar tune to which they can sing as they dance) each child steps past the one facing him, passing under the ribbon which he holds and allowing the next child to pass under his ribbon and so on until the streamers begin to grow so short as to interfere with their steps. Then the order is reversed and the ribbons unwound.



The Queen of May is chosen soon after the arrival of the guests or she may be appointed many days before the party, especially if she has to prepare a royal robe. She sits on her throne, where she has been placed by her devoted subjects, while they dance and after a while if she is not too haughty she descends to tread a measure herself. The other children may wear simple summer frocks or they may be gowned as shepherdesses, milkmaids, or fairies. Boys like to appear as the merry outlaws of Sherwood Forest, or Indian braves or something else equally romantic, but their costumes should be somewhat in harmony with those of the girls unless it is understood that it is to be a miscellaneous costume party. If the party is given in the section of the country where winter lingers in the lap of spring until nearly June the mothers should watch well to see that their children are not too thinly clad.

#### FOURTH OF JULY

THE invitations for a Fourth of July party may be written on thin paper and rolled into red cylinders which have been made to look like fire-crackers by having tissue paper pasted across the ends, from one of which protrudes a bit of string to represent the fuse. The guests should wear red, white, or blue or should add it in the form of rosettes or streamers to their ordinary costumes. Bunting and flags should be everywhere.



For an evening party fireworks may form the chief amusement but in order that the holiday may be safe as well as glorious the buying of these should be thoughtfully done and their firing off carefully superintended. For an afternoon party games may furnish the entertainment. Nine-pins with the pins made to look like big firecrackers and Washington Crossing the Delaware described in the Washington's birthday party (page 129) are specially suited to the occasion.

The refreshments should be chosen with regard to the summer weather. Punch and ice cream are always grateful, and a mound of vanilla cream with a tiny flag stuck through it has a most patriotic air.

The guests may be greeted with a military salute, the call to refreshments may be given with a bugle and retreat sounded as they depart.

## HALLOWE'EN

**B**EST of all times for a children's party is Hallowe'en, and best of all places is an old barn or a big bare kitchen. Everything should be informal—it is a time for fun and frolic made exciting by an atmosphere of gloom and mystery. This may be secured through the decorations. The long gray moss of the Southern woods draped around the walls suggests a witch's grotto or a goblin's cave, but branches of autumn leaves and trophies of the harvest are almost as effective. All lights should come



from Jack o' Lanterns, and within dark recesses they should light up black cats with fierce yellow eyes, grinning death's heads, spiders made of wire and bats with black leathery wings. An inexpensive Jack o' Lantern is made by outlining a face on a paper bag and then drawing it over an electric bulb and fastening it into place with a rubber band.

The party should not be so weird and ghostly as to keep the little people in a tremor of fright and some of the games and contests should be carried on under the reassuring glow of unshaded lights. For these the children may be carried into another room or a single light may be uncovered in the room where they are. The old sentimental charms like the old sentimental games, have no place in a children's party and a little girl has no business walking down a dark stairway or going out into the night to circle around the house or a walnut tree or to pull up a stalk of kale to see the face or find out the name or the state of heart of her lover.

When they first arrive the children should be made to jump over a broom stick which has been nailed across the door to keep out evil spirits and the hostess should extend in greeting not her own hand but a kid glove filled with wet sand. The guests may come dressed as ghosts (very easily accomplished by folding ordinary sheets) but young children should not wear masks.

What the pumpkin is to Thanksgiving the apple is to Hallowe'en. No party is complete without a



tub half filled with water in which are floating a number of stemless Baldwins or pippins. These the children secure by bobbing and lifting them out with their teeth. In another contest a number of apples are suspended from a revolving hoop. Each guest tries to bite one off as it passes by. Doughnuts are used in the same way. In another contest an apple is impaled on the tines of a fork hanging in mid-air from a string tied at the base of the handle on the end of which is a piece of burnt cork or colored chalk. The young contestant must try to get a bite of the apple without letting the cork touch him. After every child has somehow or another gotten an apple each one should throw the peeling of one over his shoulder, the manner in which it falls either making or suggesting the name of his or her sweetheart.

There are many ridiculous contests which should be interspersed among the unearthly parts of the entertainment. A hearty laugh will banish the ghostliest spook that ever emerged from a grave at midnight. For one of these each contestant is given a glass of water and a spoon. The one who drinks his first, a spoonful at a time, wins the race. For another the corner of a dry soda cracker is placed in the mouth of each child and the one who can first eat his and whistle gets a small prize for his pains. For another each child holds in his mouth the handle of a spoon full of water, and the one who can show the most water in his spoon after the race is pro-



nounced victor. In another two children are blindfolded and placed on opposite sides of a small table on which there is a lighted candle. They are turned around three times and then told to blow out the candle. For still another all of the children are seated on bottles each one with a needle and a bit of thread in his hands. The one who first succeeds in balancing himself on the bottle and passing the thread through the eye of the needle wins a reward of some kind.

Fortunes may be told in a variety of ways. Perhaps the prettiest of these is by setting walnut shells containing tiny colored candles afloat in a basin of water. Each craft symbolizes the life of one of the children and the way in which it sails is prophetic of the course which it is to take. A little jostling of the basin will make them behave in all sorts of queer ways. Greased needles may be set afloat in pretty much the same way and fortunes determined by the way they act.

Melted lead dropped into cold water indicates by the shape it takes the fortune of the child who dropped it. Some older person should always be at hand to interpret these mystic symbols.

Three plates are set upon a table, one containing clear water and one muddy while the third is left empty. They denote respectively, a happy marriage, marriage with a widow or a widower, and single blessedness. The child determines which is to be his lot by advancing blindfolded and placing the fore-



finger of his left hand in one of them. Similarly he may discover whether he is to be wealthy, moderately well-to-do, or poor, if the first plate contains corn and the second rice while the third is left empty.

If the hostess prefers, the fortunes may be told by a gipsy or a ghost (an aunt or an older sister may be pressed into service for this) who reads the future through tea leaves, cards, or palms. Or they may be written in couplets with milk or invisible ink on slips of paper which have to be passed over a candle before the writing becomes legible.

Within the Hallowe'en cake are concealed a ring, a thimble, a dime, and a key, signifying in the order in which they are named a happy marriage, spinsterhood or bachelordom, great riches, and much travelling.

If before she goes to bed a girl eats three plain crackers and a teaspoonful of salt and drinks no water afterward she is likely to dream (if she escapes short of actual nightmare she is lucky) of some one bringing her water. The kind of vessel in which it is brought indicates the amount of wealth which she will have in the future. Gold or silver means great riches; tin or nickel, moderate wealth; and wood or other poor material, poverty. If the water is clear she will be very fortunate but if it is muddy, bad luck is waiting around the corner for her.

The hostess may use her own discretion about refreshments but if anything is served besides fruits



and candies it should go under such names as Witch's Broth, Brownies' Delight or Goblin's Ale.

## BIRTHDAYS

**T**O A child there are usually only two days in the year worth mentioning—Christmas and his birthday. Almost any kind of party is appropriate for the latter, the only distinctive feature being the cake bearing a candle for every year of the life of the youngster for whom the party is given. These may be blown out by the guests, if there are not too many guests, each one making a wish as he extinguishes the candle. On account of the excessive amount of attention paid the honoree there should be an especially attractive souvenir for each one of the other children; and children should learn to help celebrate other people's birthdays as well as their own. A party for mother or father is almost as much fun as one for oneself.

## SEWING PARTIES

**E**VEN very small young ladies enjoy sitting around and talking while they sew. If they are at all skilful with the needle they will get more pleasure out of their work if it is done for a special purpose, for the children in an orphan's home, for instance. Before they have reached this state of proficiency they can make dolls' dresses and hats,



aprons for themselves, towels and many other simple articles. The sober part of the afternoon should be followed by a merry romp and plenty of good things to eat.

## A PEANUT PARTY

**I**N A party of this kind the fun is sure to be hilariously informal for there can be nothing dignified about a peanut.

The invitations may be on very thin paper and folded into a peanut shell tied together with ribbon and delivered by hand.

The schedule of games should be carefully planned. A peanut hunt should come first if the peanuts are to be hidden in the room where the party is to be held. Each guest is provided with a small bag and a prize is given to the child who first fills his with peanuts. The score may be kept more elaborately by having colored peanuts and letting each color count for a certain number of points, as gold, five; blue, three; green, two; natural, one; black, minus two. Or there may be special prize peanuts marked in such a way as to denote the reward they bring. All prizes should be the merest trifles.

A game much like jackstraws is obtained by placing a mound of peanuts on a table and providing each player with a hook (a button hook will do) and offering a prize to the one who can secure the largest number without disturbing the others on the pile. A



similar contest is spearing peanuts out of a bowl with a hat-pin.

There are several ways of arranging a peanut race. In one of them, each runner has a bowl of peanuts from which he scoops as many as he can hold on the back of his hand and dashes across the room to another bowl in which he places them. The one who first transfers his stock wins the race. In another, each runner holds a peanut on the blade of a knife as he runs, the one who succeeds in keeping the peanut longest winning the race. In another, two lines are chalked on the floor about three yards apart. A peanut is placed for each runner on the starting line, and the child who first pushes his with his nose to the other line is victor.

## MOCK OUTDOOR TRACK MEET

*THE Obstacle Race.* All sorts of obstacles may be set up according to the nature of the course over which the race is to be run—hurdles to jump over, barrels to run through, narrow passageways to be gone between, rocks to climb over, etc., etc. There is no limit to the number of things that can be done but this race should not be too strenuous because there are others to follow.

*Three-legged Race.* The players run in pairs, one leg of each tied to a leg of another. It is very difficult to run and very funny to see.

*Sack Race.* The lower limbs of the runners are



incased in heavy burlap bags which are tied around their waists.

*Wheelbarrow Race.* This is another race in which the players run in pairs. The one who is called the wheelbarrow walks on his hands while the other runner holds his feet. The pair to cross the line first is, of course, the victor.

*Hopping Race.* This is too familiar to need description. The course is laid out and the players hop to the end.

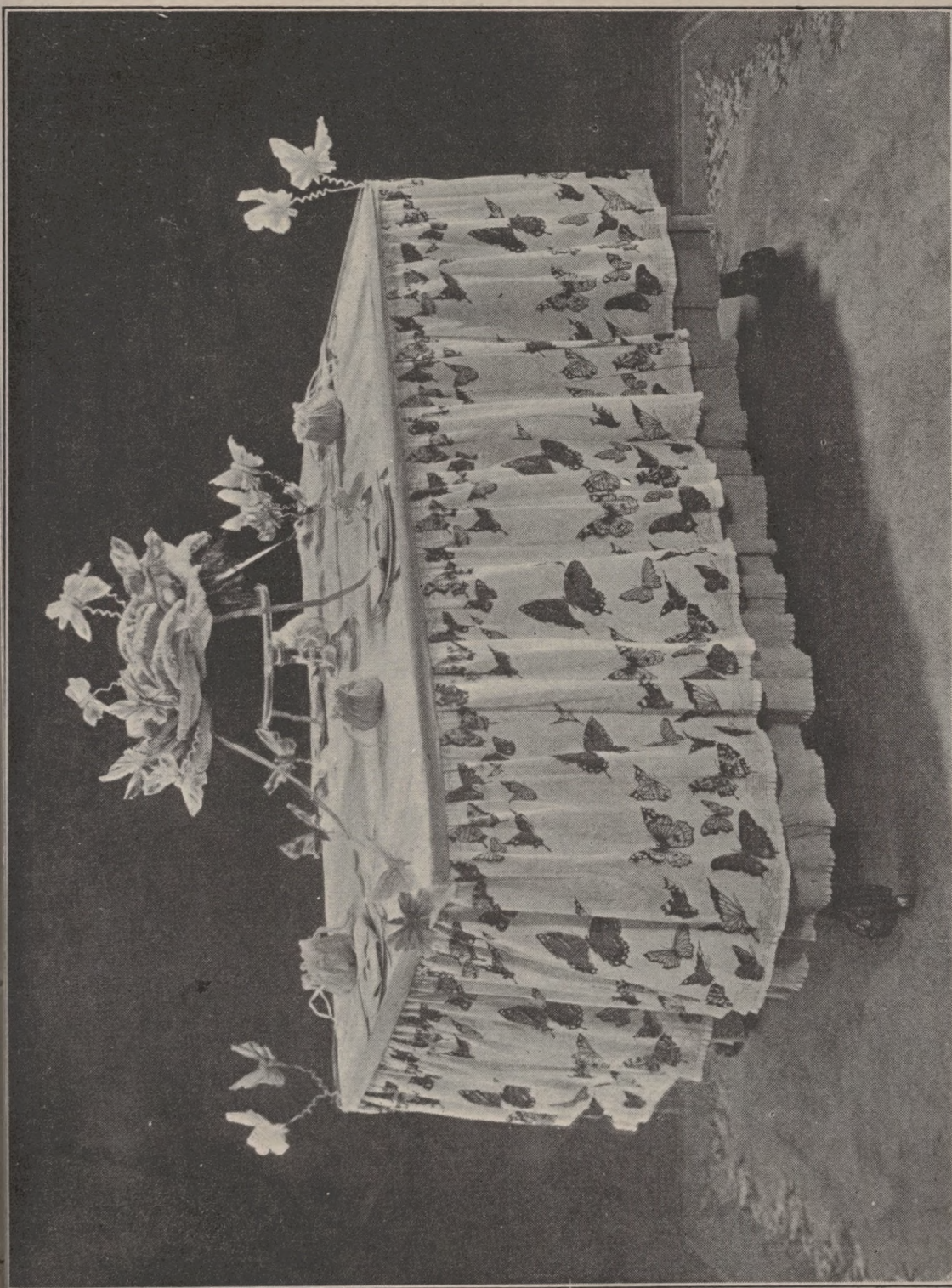
*Chariot Race.* Two or three players lock arms and race against other groups in the same position. If any one breaks hold he disqualifies his "chariot" and the race goes to his opponent.

The track meet may be arranged in a sort of tournament with the girls for spectators since the races are mostly designed for boys.

## A CARNIVAL OF THE FIVE SENSES

**SEEING.** A miscellaneous collection of articles is laid out on a table or displayed as if in a shop window. Each contestant is given a sheet of paper and a pencil and is allowed to pass slowly by the display into another room where he is told to write out the names of all the objects he can remember. If the number of articles is very small they may be covered until time for the players to begin to write and disclosed for a moment only. A mirror may be given





*Photo by Joel Feder  
Reproduced by Courtesy of Dennison Manufacturing Co.*

READY FOR THE PARTY  
Jack Horner pie and favors all complete





*Photo by Joel Feder*

*Reproduced by Courtesy of Dennison Manufacturing Co.*

A PARTY DRESS THAT WILL GLADDEN THE HEART  
OF ANY LITTLE GIRL



to the one with the longest list and a pair of goggles to the one with the shortest.

*Hearing.* The sense of hearing may be tested by having someone play snatches of familiar tunes on the piano with an occasional perplexing one to make the guessing a little more difficult. If no musical instrument is available such noises as the pouring of coal out of a scuttle, the tinkling of a spoon against a glass, the ringing of an iron bell, etc., may be substituted. A musical toy might be given for the first prize, a tin horn for the booby.

*Smelling.* The players must be blindfolded during this part of the test while various substances are passed beneath their noses for recognition. The names should be jotted down while the players are still blinded and a few moments allowed after the contest to make them legible. It will be all the more baffling if the odors are all familiar ones such as camphor, vinegar, coffee, ammonia, banana, etc. The first prize may be a bottle of perfume, the booby an onion highly decorated with frilly petticoats.

*Tasting.* The bandages must be worn during this contest also. This should not be an unpleasant part of the game, and although cloves, allspice, lemon, etc., may be offered it is best to get the little flavored candy drops, giving each guest one of the same kind at the same time and numbering them so that the lists can be checked at the close of the contest. A box of candy may be given for the first prize, a stick of licorice for the consolation.



*Feeling.* The bandages may be removed for the last test. A number of bundles of all sorts and shapes and sizes, securely wrapped and distinctly numbered are placed on a table. Each child may feel a bundle as long as he likes but must not tear the paper which wraps it. When he has decided what it contains he writes his guess and the number of the bundle on his sheet of paper. A fan is an appropriate first prize, with a pin-cushion for the booby.

### A SURPRISE PARTY

**O**FTEN the mother of the child in whose honor a surprise party is to be given is taken into the secret. Its success depends upon the completeness of the surprise, and the conspirators should gather promptly and enter the house in a group. The entertainment may take almost any form—dancing or games are appropriate—but it should be marked with informality throughout.

### A POUND PARTY

**T**HE pound party is an old-fashioned way of entertaining. Each guest brings a pound of something to eat, candy, nuts, fruit, cakes and other delectables and throughout the evening or afternoon games are played. Sometimes this and a tackey party are happily fused into one; at other times the



guests bring pounds of provisions for poor people and ordinary refreshments are served.

### A TACKEY PARTY

**A**T A tackey party each guest wears the least tasteful costume he or she can manage, and small boys and girls draw freely upon the cast-off clothes of their mothers and fathers. A hat and coat of style ten years old combined with a skirt and shoes of some other period, all assembled with utter disregard of harmony in color, forms a most grotesque and comic outfit. The fun is greatly increased when each child impersonates the character which he represents, the backwoods farmer talking like a backwoods farmer, the silly little girl giggling and simpering all the time, the bashful child hanging its head and thrusting its thumb into its mouth when it is spoken to and the shrewish woman talking and acting in a way that is quite terrifying. Children have more dramatic talent than their elders give them credit for; and the borrowed plumage takes away self-consciousness. The refreshments should be peppermint sticks, lollipops, lemonade, and ginger cakes.

### CANDY PULLING

**B**ACK in the good old nearly forgotten days, when everything was plentiful and no one had to worry about the high cost of living, candy pullings were held out of doors in the fall of the year when the



cane was being ground into juice, and the juice was being made into syrup and a part of the syrup could be placed in a huge cauldron and made into candy. Nowadays the cauldron has dwindled into a tiny pot on the kitchen stove, but there lingers around it something of the charm of the happy groups which gathered around the cane mills long ago.

The person who cooks the candy should be expert enough to have it nearly done when the guests arrive, especially if there is to be a large quantity. Each child should wear old clothes and there should be plenty of towels, soap, and warm and cold water at hand. Molasses candy at its best is sticky. When the candy has cooled sufficiently each child should be given a batch to pull—it is more fun to pull in pairs if the children are old enough to manage it—and a prize given the one whose candy is the prettiest.

This is the easiest kind of candy when the crowd is rather large but with smaller groups fudge parties and divinity parties are equally successful.

## AN INDIAN PARTY

THE invitations should be written on birchbark (real or imitation), pine bark, a chip or something else equally primitive and should request Indian costume. Many children have these already and any child can improvise one with a blanket and a paint brush and a few feathers. The party should be out of doors, out in the woods if possible, and the



children's games will take care of themselves. The youngsters fall naturally into the rôles of patient squaws and captive maids, dashing braves and fiery warriors.

Simple refreshments may be served picnic fashion but it is more in keeping with the occasion, and if the party is a small one, more fun, to cook something. Strips of bacon impaled on the ends of sticks and browned over live coals are delicious; sausages similarly prepared and thrust into a split roll with plenty of mustard on the inside are equally delightful. Marshmallows and fruit finish out a woodland menu. The best time for a party of this sort is in the fall just when there is beginning to be a bite of frost in the air.

### A CLOVER PARTY

THE chief requisites for a clover party are a big patch of clover and a sunshiny day. The invitations should suggest that the guests wear old clothes and come prepared to frolic. The time should be spent in hunting four-leaf clovers, making flower chains from clover blossoms and playing out-door games. The refreshments should consist of a picnic lunch spread on the ground.

### A SPIDER-WEB PARTY

A SPIDER-WEB party may be held on the lawn or in the house. In the centre of the web there is an enormous papier-mâché spider (or a tiny wire



one if this cannot be obtained) from whose body issue as many cords as there are guests. These wind around in all directions through devious ways and finally end under a chair or back of a curtain or on top of a desk with small gifts for the children who have followed them to the end. The spider web will not fill an entire evening although it will go a long way toward it, and there should be a regular programme of other games to furnish entertainment for the rest of the time.

### A BON-VOYAGE PARTY

A BON-VOYAGE party is given for a child who is going away on a long journey. Each guest brings a letter or a package decorated with good luck symbols and marked to be opened at a certain time or place along the way. The presentation of the gifts is saved until near the end of the affair, the first part of the time being filled with games and other amusements.

### A SWEET-PEA PARTY

ONE of the daintiest of parties and expensive according to whether the hostess lives in the country where she has her own flowers or in town where she has to depend on the florist, is a sweet-pea party. Preferably it is held on a lawn or wide porch but an airy parlor will serve. Sweet peas and asparagus or fern should be everywhere in profusion and the guests should wear dresses in light pastel



shades: green, blue, pink, etc. The fact that everything is pretty to look at is not sufficient entertainment for the little people, and there should be dancing or games to provide amusement. Pink-and-white bonbons, and pink-and-white ice-cream and cake will finish out a perfect afternoon.

Almost any flower may be substituted for the sweet-pea or there may be a flower festival in which each little girl comes dressed as the flower she likes best. Beautiful costumes may be made from crêpe paper but simple additions to the usual party frock suggest the flower which the wearer represents.

### A BUBBLES PARTY

**C**HILDREN should come in the simplest of costumes to a bubbles party. Upon their arrival they find a basin of Castile suds (to which has been added a little glycerine to make the bubbles less apt to break) standing in the centre of a table which, if the weather is favorable, is placed out of doors. Each one is given a clay pipe and there are several in reserve ready to take the place of any which may be broken.

There is fun in blowing bubbles for their own sake but there will be even more fun if a small prize is given to the child who blows the largest bubble, the one who blows the greatest number with the same breath, the one who blows the longest, etc., and to the best all-round bubble blower.

As many small bundles as there are guests are sus-



pended from a cord, so that they dangle just above their heads. Each one is wrapped in bright tissue paper and each one contains a gift. Those that are suitable for boys are hung a little apart and are wrapped in darker paper. The children stand on a line some distance back from the bundles and one at a time they blow a bubble which is to be wafted by the breath until it touches the bundle desired. If the child is successful he takes it down and some one else tries for another. No one can have a prize unless he can earn it by touching it with a bubble. The gifts may be as inexpensive or as elaborate as taste and means decree.

### A JAPANESE PARTY

**T**HE invitations should be written up and down, not back and forth, on Japanese paper in shaded script which makes them look as if they might really be Japanese.

The rooms in which the party is held are decorated with green branches and cherry blossoms, wistaria, chrysanthemums or other flowers which suggest the land of the Mikado. Mats are scattered about the floor on which the guests seat themselves but chairs are also provided so that when they tire of the oriental position they may change to a more comfortable one.

Girls come attired in bright kimonos, their hair high on their heads and stuck through with big hair-pins and tiny paper fans. The boys may brighten their



costumes by a touch of color in the lapels of their coats but many times they prefer to heighten the loveliness of the apparel of their playmates by contrast.

On account of the way they are garbed the girls cannot play as active games as usual but the hostess may provide delightful amusement for an afternoon or evening by having a series of progressive games commonly called salmagundi. For this a table is provided for every four players but on each table a different game is placed: Jackstraws, Tiddledy Winks, Pit, Old Maid, picture puzzles and the other old-fashioned favorites. A time limit is set, and upon a signal the two successful players at each table progress, leaving the losers to play the same game with the next couple. When nearly everybody has played nearly every game, refreshments are served at the tables.

A peculiarly appropriate souvenir is a fan which to the Japanese is a symbol of life, the rivet representing the starting point, and the rays the way a man's life expands as he grows older. It should be wrapped in white tissue paper and tied with a red ribbon and tagged with a tiny red-and-white kite. Such a package in the Japan of a few years back meant that it was intended for a gift.

## A SHADOW PARTY

**F**OR the entertainment feature of a shadow party a large sheet is stretched between two rooms, or in place of portieres if the house affords such a



place, tacked so as to be tight and smooth and, just before the pantomimes begin, made uniformly wet with a brush or sponge. The effect will be prettier if the sheet is inclosed in a sort of improvised picture frame. The room in which the audience is stationed is left in darkness, that of the actors is lighted by a lamp or lantern placed a few feet back from the sheet.

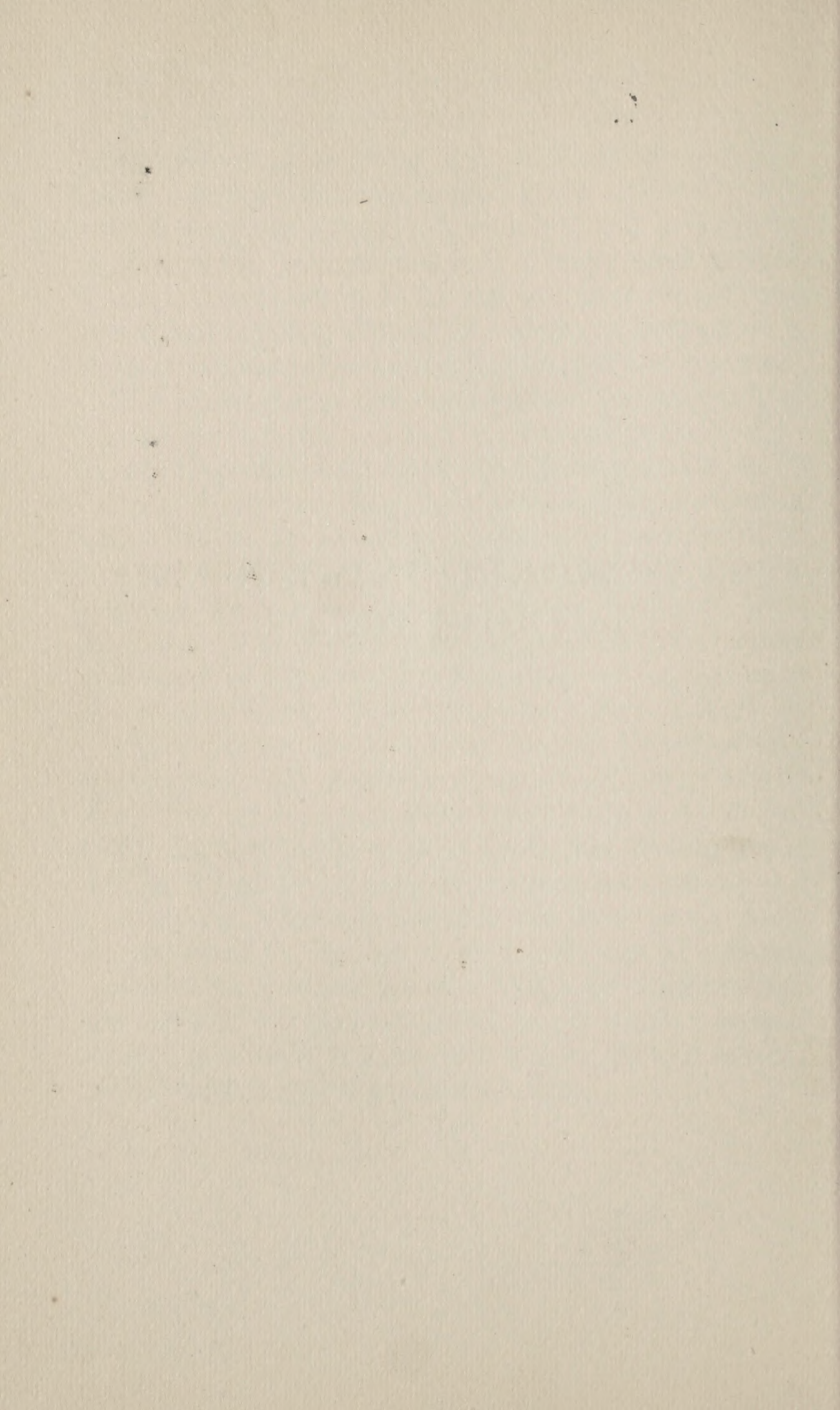
The pantomimes offer wide scope for originality. The simplest form is to have each small guest in turn stand before the sheet while the others guess who he or she is. They may disguise themselves by borrowing hats or coats, by standing or sitting so as to mislead the watchers with regard to their height, or by supplementing their charming little noses with bits of chewing gum. For this the company may be divided into two equal groups which alternately act as audience and entertainers. There may be a series of shadows representing the characters of Mother Goose or any other group of people, real or imaginary. If the sheet is large enough a Punch and Judy show or one of the nursery stories such as Little Red Riding Hood or The Three Bears may be given in pantomime.

After the shadow pictures are over each guest should stand so that his or her profile can be outlined against a piece of cardboard. When these silhouettes are cut out the players should guess who's who and after the contest is over each player should be presented with his own shadow picture.



ONE HUNDRED INDOOR AND  
OUTDOOR GAMES







# ONE HUNDRED INDOOR AND OUTDOOR GAMES

## ANIMAL HUNT

*(Active, Outdoor)*

**T**WO pens are marked out some distance apart. In one of them stand all of the players except the hunter who is stationed between the two inclosures. Each player bears the name of some animal and when the hunter calls his name he must dash to the other pen. If he is caught on the way he must exchange places with the hunter. This is a game that can be enjoyed by a large number of players but if there are more than twelve players there should be two hunters and there should be several animals of each kind, two or three lions, two or three tigers, two or three bears, etc.

## ALPHABET

*(Quiet, Indoor)*

**E**ACH player draws from a box or basket a cardboard letter, and holding it up before the others asks the company to mention some fruit which begins with that letter. The player who first names such a



fruit gets the letter, and the one who has the largest number of letters at the end of the game receives the prize. Vegetables, rivers, mountains, generals, presidents, motion-picture stars, musicians or almost anything else may be substituted for fruits, and the older the children the more difficult should the guessing be made.

## ANROSCOGGIN

*(Quiet, Indoor)*

A WORD is selected, preferably a long one such as *incomprehensibility*, from which it is said one hundred and eighty words may be made by recombining the letters, or a name such as George Washington, Abraham Lincoln, or Robert E. Lee. This is written at the top of a sheet of paper, and the object of the game is for each contestant, within a certain time limit, to make as many new words as possible by using only the letters which are found in the main word. At the end of the allotted time the one with the longest list reads his aloud while the others cross out on their lists the words which he calls. The winner is of course the one who has the longest list, but special honors go to the player who thinks of a word which no one else has.

The game may be played by taking each letter separately; for instance, the *W* in Washington and finishing with it before passing on to the next. In this case, the player with the longest list again reads



out his words while the others mark them out on their lists and only the words that are left count. When all the lists have been read (those after the first player reading only the words which have not been crossed out) each contestant adds his failures and then his honors, that is, the words which he alone thought of. When there is a tie the player whose words are longest receives the prize.

## THE BACHELOR'S KITCHEN

*(Quiet, Indoor)*

THE leader announces to the players who are seated around her in a circle that a friend of hers who is a bachelor has asked her to furnish his kitchen and asks each member in turn what he or she will contribute. Each one answers with something which can be found in a kitchen but no two may present the same thing.

The leader then begins with the first player and asks all sorts of questions to which he must respond with the name of his contribution. For instance, if he gave an egg-beater the colloquy might run as follows:

With what did you brush your hair this morning?

An egg-beater.

And then she may skip around to the other players and come back to the first one.

What did you wash your face in this morning?

A dish-pan.



What did you sweeten your coffee with?

Baking soda.

What did you eat your cereal with?

An egg-beater.

If a player laughs he has to pay a forfeit or if he fails to answer in turn or substitutes another word for the name of his contribution to the bachelor's kitchen.

### BASTE THE BEAR

*(Active, Outdoor)*

THE child who is taking the part of the bear has a balloon tied to his back. He is given a rag a little less than three quarters of a yard long with a knot tied in the end or a piece of old rope to defend himself against the other players, who, armed with similar clubs, try to burst the balloon.

In another form of the game the bear kneels in a circle guarded by a keeper who protects him with a club like those described above. His tormentors also have clubs with which they "baste the bear" until the keeper manages to strike one of them. The boy so struck takes the place of the bear.

### BEAN BAGS

*(Active, Outdoor)*

THERE are many different ways of having fun with bean bags. Some of the games require only two bags, others a dozen or more. They should



be made (home-made ones are best) of heavy material such as ticking or denim and should be about seven by ten inches large when finished. They may be filled with beans or peas or grains of corn.

A favorite game with bean bags is played by having all of the children except one form a line facing the odd player who holds two bean bags in his hand. The game begins when he pitches one of these to the child at the head of the line. This player immediately returns it while the leader throws the other bag to the child standing next to him and the game continues thus with rapid action on down the line. When a player misses he must take the place of the leader and when the leader misses he must go to the foot of the line while the player who threw the bag which he failed to catch takes his place. The game is most successful when there are not more than six or eight players.

There are two popular games in which the bags are passed. In one of them the players are divided into two equal groups who form two lines facing each other. The leader of each one is furnished with about a dozen or so bags, each group having bags of a different color. At a signal from the umpire the leaders begin passing them one at a time. When they have all reached the foot of the line the player at the foot becomes leader and the bags are passed back. There are five commands which must be strictly obeyed or the umpire will call a foul. They are:



Pass bags with right hand.

Pass bags with left hand.

Pass bags with both hands.

Pass bags with right hand over left shoulder.

Pass bags with left hand over right shoulder.

When only one hand is used the other should be placed on the hip. The side which first succeeds in passing all of the bags in all five ways wins the game.

In the other passing game the players sit in two lines facing each other, each one grasping the right wrist of his neighbor in his left hand. The bags are then passed with the free hand, the side that accomplishes this most quickly winning the game.

In another bean-bag game a mat is placed on the lawn to serve as a target, and the players pitch their bags toward it like quoits. No throw counts unless the bag is completely on the mat. Another way of making a target is to suspend a bell in a hoop. The players must throw their bags through the hoop without ringing the bell.

## BEAST, BIRD, OR FISH

*(Quiet, Indoor)*

ALL of the players except one are seated. This one throws a ball at one of the group and calls, "Beast, bird, or fish!—Beast!" and before he has counted ten the player who was hit must name a beast. If he calls "Bird" or "Fish" the player hit must give the name of a bird or a fish. It is not



permissible to use the same name twice during the course of a game.

### BLIND MAN'S BIFF

*(Active, Outdoor or Indoor)*

**T**WO players are given boxing gloves and are blindfolded as they box.

### BLIND MAN'S BUFF

*(Active, Outdoor or Indoor)*

**A** CERTAIN area is marked out beyond which the players cannot go and one of their number is blindfolded and turned around three times in the centre of this district. While he is under this handicap he must catch one of the other children, they of course tantalizing him by coming as close to him as they dare.

In the French form of Blind Man's Buff the hands of the pursuer are tied behind his back and his eyes are left unbandaged.

In the indoor form of the game the blind man stands in the centre of a circle of chairs in which the other players take their seats after the bandage has been placed over his eyes. The blind man gropes his way to the edge of the circle where he is allowed the privilege of passing his hands once over the face and dress of the person whom he first touches and of



asking one question which must be answered in a stage whisper to help him in identifying the player under consideration.

## BLIND MAN'S WAND

*(Active, Outdoor)*

THIS game is also called less euphoniously "Grunt." The players dance singing in a circle about one member of the company who is blindfolded and armed with a stick or wand. The singing stops suddenly and all stand still, letting their hands drop at their sides. The blind man extends his wand and the person toward whom it points must grasp the loose end. The blind man grunts and the other either grunts or imitates in a disguised voice the cry of some animal. This is repeated three times, the cry being varied each time and if the blind man guesses correctly the name of the person under examination the two exchange places and the game begins anew.

## BOOKBINDER

*(Active, Indoor or Outdoor)*

THE players form a circle about the leader who stands in the centre. Each one has his hands extended palms downward and upon them a book. The leader passes around the circle catching up the



books in turn and trying to strike the hands of the holder before he can withdraw them. If the player withdraws his hands and lets the book fall it counts as if he had received a blow and he has to take the place of the leader.

## BULL IN THE RING

*(Active, Outdoor)*

ALL of the players except one form a circle by grasping each other's hands firmly, the odd player standing in the centre. He is the bull and must break through the ring by parting the hands of any two of the players. When he has succeeded the circle breaks and they all give chase, the one catching him becoming the bull for the next game.

## BUZZ

*(Quiet, Indoor)*

THE players sit in a circle about a table and the leader begins counting, "One," the next, "Two" and so on up to the seventh player who must say instead of a numeral, "Buzz" or must whistle or do whatever was agreed upon beforehand. The same rule applies to every multiple of seven, and the player who fails to make the proper response drops out of the circle. The next player begins with "One" and the game continues until only one player is left.



The game is quiet only in the sense that the players do not have to move around.

### CAT AND RAT

*(Active, Outdoor)*

THE players form a circle with the rat on the inside and the cat on the outside. The game begins with a brief dialogue between the cat and the rat.

"I am the cat."

"I am the rat."

"I will catch you!"

"You can't catch me!"

The chase begins and the two run in and out of the circle, those forming the ring helping the rat by raising their arms to let him pass under and obstructing the cat by lowering them when she comes along. When the rat is caught he joins the circle and the cat becomes the rat and calls a new cat from among the other players.

### CATCH AND PULL

*(Active, Outdoor)*

THIS is rather a rough game but it is great fun. A line is drawn through the centre of the playground and the players range themselves on either side. At a signal each player tries to grasp some portion of the body of an opponent and pull him over



the line. Any number may grasp the same player and any number may come to his rescue. No one is caught until his entire body is over the line, but when the enemy has fairly captured him the player joins that side and helps pull others over. A time limit is set and the side having most players when it expires is the winner.

## CHARLIE OVER THE WATER

*(Active, Outdoor)*

CHARLIE stands in the centre of a circle while all the other children dance around him chanting:

Charlie over the water,  
Charlie over the sea.  
Charlie caught a blackbird,  
Can't catch me!

With the last word the players squat, and if Charlie succeeds in tagging one of them before he gets in that position they exchange places and the game begins again.

## CHICKENS FOR SALE

*(Active, Outdoor)*

ONE player is the market man, another is the buyer, while the rest, seated in a row with their hands clasped under their knees are the chickens. The buyer comes up with a genial, "Good morning, have you any chickens for sale?" "Yes, a great



many. Come look at them," answers the shop-keeper. The buyer examines the chickens finding much fault with them, saying, "This one is too lean," "This one hasn't enough feathers," "This one is too tough," and so on until he comes to one that seems to suit. Any chicken who smiles during the examination has to pay a forfeit. The buyer takes the chicken which pleases him, and, grasping him by the arms while he still has his hands under his knees, swings him back and forth three times. If he goes through this test without unclasping his hands he is satisfactory and the buyer carries him home. The game continues until all the chickens are sold.

### CIRCLE CATCH BALL

*(Active, Outdoor)*

THE players form a circle around one of their number. A basketball or a football is tossed across from player to player, the one in the centre trying to catch it while it is in midair. When he succeeds the player who last threw it takes his place in the centre of the circle.

### CLUB FIST

*(Quiet, Indoor)*

NOT more than six children can very well play this game. One child makes a fist and places it on on a table around which all of the players are



seated. The next child grasps his upright thumb and extends his own thumb in turn and this continues until every hand except the right hand of the leader is similarly placed. The leader then asks the player whose hand is on top,

"What have you there?" (More often it is "What have you got there?")

"Club Fist."

"Which would you rather have me do, knock it off, take it off, or have the crow to peck it off?"

The player takes his choice and the leader follows his instructions (having the crow to peck it off means that the leader will pinch it gently until the owner removes it) and then addresses the same question to the next player until he comes to the last fist. Then he says:

"What have you there?"

"Bread and cheese."

"Where's my share?"

"The rat got it."

"Where's the rat?"

"The cat's got it."

"Where's the cat?"

"In the woods."

"Where's the woods?"

"The fire burned them."

"Where's the fire?"

"Water quenched it."

"Where's the water?"

"The ox drank it."



"Where's the ox?"

"The butcher killed it."

"Where's the butcher?"

"A rope hung him."

"Where's the rope?"

"A knife cut it."

"Where's the knife?"

"Buried behind the old church door." Then turning to the other players, "The first one who smiles or shows his teeth will get six slaps, six pinches, and six hair-pulls."

The penalty is inflicted without severity and if the players prefer they may substitute something else in place of the regular punishment.

## CO-SHEEP

(*Active, Outdoor*)

A CIRCLE is marked out on the ground and a player is chosen to be It. He begins calling, "Co-sheep, co-sheep" while the others follow crying, "Ba-a-a-a" until they have gotten some distance away from the pen. Then he turns suddenly and chases them back to the circle, those he catches on the way having to join in the pursuit of the others. After the untagged remainder have huddled themselves together in the pen those on the outside try to catch them by reaching over and touching them. It is not allowable to put either foot *inside* the pen



and the pen should not be large enough to permit much dodging about on the part of the sheep.

## COUNTING OUT RHYMES

ONLY a few of the commonest of the counting out rhymes by which "It" is chosen are given.

Eeny, meeny, miny, mo  
Catch a nigger by his toe,  
If he hollers, let him go,  
Eeny, meeny, miny, mo.

Wonery, twoery, tickery, seven;  
Alibi, crackaby, ten, and eleven;  
Pin, pan, muskydan;  
Tweedle-um, twoddle-um,  
Twenty-wan, eerie, ourie, ourie,  
You are out!

Monkey, monkey, bottle of beer;  
How many monkeys are there here?  
One, two, three, out goes he (she)!

Mrs. Mason broke a basin,  
How much will it be?  
Half a pound,  
I'll put it down,  
Out goes he (she)!

## DANCE OF THE CUSHION

*(Active, Indoor or Outdoor)*

THE players join hands and form a circle around a cushion. They dance around amiably several times and then some one pulls in such a way



as to try to make another player touch the cushion. When a player touches it he drops out of the ring and the game continues until there are only two people left, between whom there is a genuine tug of war until one or the other overturns the cushion.

## DODGEBALL

*(Active, Outdoor)*

THE players are divided into two even groups one of which forms a large circle about the others who stand bunched in the centre. The object of the game is for the circle players to hit each one of the inside men with a basket-ball. The centre players may dodge, jump, stoop, spring aside, or do anything else to avoid the ball except leave the circle; but as soon as a player is hit on any part of his body he leaves the centre and joins the ring. This continues until all of the players have been touched. Then the two groups exchange places.

## DO THIS AND DO THAT

*(Quiet, Indoor)*

THE leader stands in front of the other players who are formed into a line and goes through various gymnastics, either ordinary physical exercises or gestures imitative of some trade or profession. When he says, "Do this" the other players follow his movements but when he says, "Do that"



any one who imitates him must pay a forfeit and any player who has paid as many as three forfeits must drop out of the game.

## DRAMATIC ADJECTIVES

(*Active, Indoor*)

ONE player leaves the room while the rest agree upon an adjective that may easily be acted. When the absent player returns he is privileged to ask each member of the group one question. In answering everyone must act in such a way as to suggest the adjective. For instance, if it is *merry* each one will answer with a bright smile; if it is *tired* each one must sigh profoundly and droop dejectedly; if it is *haughty* each one must answer with his nose in the air.

## DRAWING

(*Quiet, Indoor*)

A PIECE of paper is given to an artist (by courtesy we will call him so); he draws upon it a head of any kind of animal, human or otherwise, that he fancies, folds the paper over and hands it to the next player who, without knowing what the first one has drawn, adds to it a body, folds the paper over, and passes it to the third player who adds feet to the figure. The effect is always funny.

A piece of paper with an irregular blot on it is



handed to each contestant. The object is to draw the most effective picture possible incorporating the blot.

Five grains of rice are scattered on a sheet of paper. Pencil marks are made to indicate the position of each one and then a picture is drawn including them all. Instead of placing them at random they may be arranged so as to form an outline of a human figure, using one for the head, two for the hands, and two for the feet. Ten or fifteen grains may be used if groups are desired.

## DROP THE HANDKERCHIEF

*(Active, Outdoor)*

ALL of the players except one stand in a circle with their hands at their sides. The odd player walks, runs, or skips around the ring with a handkerchief in his hand. This he drops behind the player who seems to be least expecting it and continues around the circle while the one behind whom the handkerchief was dropped gives chase. If the first player succeeds in getting back to the vacant place without being tagged he is safe and the circle remains intact but if he is touched with the handkerchief he has to go into the centre of the circle which is called the "mush pot." From this he can escape only by stealing the handkerchief from behind some player or through some soft-hearted runner's throwing it to him and taking his place. If a player calls



the attention of another to the fact that the handkerchief is behind him he has to go into the mush-pot.

## DUCK ON A ROCK

*(Active, Outdoor)*

A LARGE stone is chosen for the rock—a heavy box will do—and each boy provides himself with a stone as large as he can handle easily. A bean-bag may be used if the game is played indoors. These are the “ducks.” Seven or eight yards from the rock is drawn a line back of which is “Home.”

The game begins by each boy throwing his stone toward the big rock, the one missing it farthest becoming the guard. He must place his stone on the rock as a target for the others and stand near it while they throw their stones in an effort to knock it off. After each throw the player must recover his stone and rush back home with it without being tagged by the guard. He may choose his own time for running and he is safe when he is standing with his foot on his duck in the place where it first fell; but after he has once picked it up and started for home he may not put it down again. Any player who is tagged must exchange places with the guard. He cannot tag, however, except when his own duck is on the rock, and if it is dislodged he must replace it before he gives chase. After the guard has tagged a player he should recover his duck and get home as quickly as possible



for the new guard, as soon as he has placed his stone on the rock, can begin tagging.

## THE FARMER IS COMING

*(Active, Outdoor)*

THE player who is the farmer takes his seat in a certain area known as the farmer's orchard. The other players, at the invitation of their leader to go to the farmer's for some apples, begin to invade his territory and surround him on all sides. All at once he claps his hands and the players stand still until the leader cries, "The farmer is coming." Then they all scamper back toward home with the farmer in hot pursuit. Any player who is caught has to exchange places with him, and if several are caught the first one becomes the farmer for the next game.

## FIRE! FIRE!

*(Quiet, Indoor)*

THE players are divided into two companies under the leadership of captains and are seated in two rows so that they face each other. One of the captains begins the game by throwing a rubber ball to one of the players on the opposite side, calling at the same time, "Earth," "Air," "Fire," or "Water." The person toward whom it is thrown must catch it and name promptly some animal which lives in the



element called, a fish for "Water," a bird for "Air," an animal for "Earth"—but when "Fire" is called no answer should be made. The player who replies correctly throws the ball to the person on the opposite side who seems to be least expecting it; but the player who fails to catch the ball or to answer immediately, or who speaks when it is someone else's turn drops out of the game. The winning side is the one that has most players at the close of the contest.

### FLY, FEATHER

*(Active, Indoor)*

THE players stand in a close circle, each one provided with a small fan. A short-stemmed downy feather is thrown into the air as high above their heads as it will go, and each player tries by fanning it to keep it from touching him. Any child who fans it outside the ring or allows it to touch his person or fall to the floor must pay a forfeit.

### FOLLOW THE LEADER

*(Active, Indoor or Outdoor)*

THERE is great fun in this game if a lively and clever leader is chosen. The players fall in line single file and do exactly what the leader does, jumping when he jumps, walking backward when he walks backward, hopping when he hops, skipping



when he skips and whirling around when he whirls around. Any player failing to do so must pay a forfeit or fall to the foot of the line.

## FORFEITS

*(Quiet, Indoor)*

THERE are many games which require the payment of forfeits but there is only one time-honored formula for redeeming them. One person—it is often better to have this an older person who is quick-witted and ingenious—is seated so that the forfeits can be held over her head in such a way that she cannot see them. Another player takes up the articles one at a time and says:

“Heavy, heavy hangs over your head.”

“Fine or superfine?” (“Fine” for boys, “superfine” for girls.)

“Fine. What shall the owner do to redeem it?” And then the penalty is imposed.

## FOX

*(Active, Outdoor)*

THE children form a ring (they do not clasp hands) leaving one of their number on the outside to act as the fox. He slaps a player lightly on the shoulder and both race madly around the ring going in opposite directions. The one who first



reaches the vacant place holds it while the other must be the "fox." This is also called slap-jack.

## FOX AND GEESE

*(Active, Outdoor)*

TWO bases are marked off about twenty yards apart, one representing the home of the fox, the other that of the geese. The game begins with the following bit of dialogue, the fox speaking first.

"Goosey, goosey, gander!"

"Fox, salamander!"

"How many geese have you to-day?"

"More than you can catch and carry away."

Upon this the geese begin running in the direction of the fox's den while he runs out to meet them. If he succeeds in catching one of them that player has to become the fox but if they all reach his den safely he must try again.

## FOX AND HEN

*(Active, Outdoor)*

THIS game is played with slight variations under many different names, Ribbon's End, Wolf and Shepherdess, Chick-a-my, Chick-a-my, Crany Crow, and in Japan, Catching the Tail.

In Ribbon's End all of the players except the catcher place themselves in a row one behind the other, each player clasping his arms around the waist



of the one in front of him. The object of the catcher is to touch the person at the end of the line or "ribbon" while the line tries by twisting and turning without breaking the chain to prevent this. When the catcher is successful he takes his place just behind the leader of the line while the person caught becomes catcher in his stead.

In Fox and Hen the catcher is the fox; the leader of the line, the hen, and the rest of the players the chickens. The fox hides himself in his den until the hen approaches with her brood and asks what time it is. If he answers six, seven, or eight o'clock no harm is feared but if he says, "Twelve o'clock—at night" the chickens are on the alert for that is the hour at which he comes to catch them. The fox cannot touch the hen but he may catch any one of the chickens that he finds within reach. The game continues until all are in the hands of the fox and then the one first caught becomes fox and the game begins anew.

In Chick-a-my, Chick-a-my, Crany Crow, the catcher is a witch while the leader is Chick-a-my, Chick-a-my, Crany Crow herself. The players chant:

Chick-a-my, Chick-a-my, Crany Crow,  
Went to the well to wash her toe.  
When she came back her black-eyed chicken was gone.  
What time is it, old witch?

"One o'clock."

"What time are you going to catch chickens?"



“Six o’clock.”

The chant is repeated until the appointed hour comes and then the game proceeds as in the case of the others.

## FROG IN THE MILL-POND

*(Active, Outdoor)*

ONE player seats himself tailor fashion in the centre of a circle while the others dance forward and back around him chanting:

Frog in the mill-pond,  
Frog in the sea.  
Frog in the mill-pond,  
Can’t catch me.

The object of the game is for the frog without rising from his sitting posture to tag one of the players as they dance toward him. When he succeeds they exchange places and the game begins anew.

## FRUIT BASKET

*(Active, Indoors)*

THE players are seated in a circle around a room (it is best to have the room almost bare of furniture) each one bearing the name of some fruit. The leader stands in the centre of the circle and says, “I should like an apple, a pear, a peach, a quince, and



an orange." At his last word the players bearing the names he has called exchange places and he tries to get a seat. The one left standing after the scramble takes the place of the leader. When he says, "I should like a—fruit basket!" all the players rise and rush for seats other than their own while the leader tries to make someone else the odd player.

## THE GAME OF FLOWERS

*(Active, Indoor)*

**T**HIS is a pretty variation of London Bridge. Two children join hands and form an arch under which the others pass while they all sing:

We're looking for a pansy,  
A pansy, a pansy;  
We're looking for a pansy.  
We've found one here.

Down come the arms and imprison the child who is passing under. The leaders who have such names as "Meadow" or "Lawn" whisper to their small captive: "Where would you rather grow, in a meadow or on a lawn?" From this point there are two possible conclusions for the game. The flower chooses and takes its place behind the leader bearing that name. This continues until all of the flowers have been caught and then follows a tug of war to decide which side is victor. This is somewhat rough for



very small children and the pansy may when caught simply take the place of the leader whom she chooses in which case the game goes on until all of the players have been caught. All kinds of flowers may be called for—buttercups, daisies, daffodils, poppies, violets, and dahlias.

## A GEOGRAPHY GAME

*(Quiet, Indoor)*

ONE player takes a ball or a knotted handkerchief and throws it to another calling at the same time the name of some country, and the person to whom the ball was thrown has to name, while the timekeeper counts ten very rapidly, some city, town, or river in that country or some person or thing connected with it. If the player succeeds he throws the ball to someone else and asks the next question. A forfeit is the penalty for an incorrect answer.

## GOING THROUGH THE BRIER PATCH

*(Quiet, Indoor)*

THE players sit opposite each other on chairs several feet apart and form an entanglement of their feet. The child who is to go through the brier patch is blindfolded and placed at the head of the line. Then each child puts his feet down and the little blindfolded player goes jumping and stepping



high down the line to avoid feet which are no longer there.

## GOING TO JERUSALEM

*(Active, Indoor)*

A NUMBER of chairs (one less than there are children) are placed in a line in the centre of the room. Someone plays a lively march and the children troop around them until the music stops. Then each one rushes to a seat and the odd player drops out taking a chair with him. This continues until no chairs are left.

## GOOD MORNING

*(Quiet, Indoor or Outdoor)*

THIS is a good game to cultivate the sense of hearing. One child stands against the wall or a tree blindfolded or with his hands over his eyes while the others in turn come up and say, "Good morning, John" (or Jack or Jim as the case may be). He answers, "Good morning, Sam." This continues until he fails to recognize one of the children and then the two exchange places.

## GOSSIP

*(Quiet, Indoor)*

THE players sit in a row and the leader whispers a sentence to the child sitting next to him. He must immediately pass it on to his neighbor who,



without pausing to think, must pass it to the next. This goes on until the end of the line is reached, and then the sentence as the last player understood it is compared with the one which started out.

## GUESSING GAME

*(Quiet, Indoor)*

ANYTHING from the animal, mineral, or vegetable kingdoms may be chosen for the object to be guessed. The leader stands before the group and makes a remark about the thing chosen. For instance, "I am thinking of something in the animal kingdom which is very useful. What is it?" The other children may immediately begin guessing or they may ask questions until a clue is discovered which will disclose the particular useful member of the animal kingdom which the leader has in mind.

HA! HA!

*(Active, Outdoor)*

THE players dance in a circle around one of their number, who is blindfolded, until he taps on the ground with a wand which he carries in his hand. As soon as the players have stopped he points toward one of them. This player has to take hold of the loose end of the wand, and when the blind man says "Ha! Ha!" has to respond with, "Ha! Ha!" The blind man is given three chances to guess the identity



of the child at the other end of the wand, and if he is successful they exchange places; if not, the game continues as before.

### HAIL OVER

*(Active, Outdoor)*

THE players are divided into two equal groups which place themselves on opposite sides of a small house or barn. One player has a rubber ball which he pitches over the roof crying at the same time, "Hail over!" As soon as one of the players on that side has caught the ball he gives a shout and they all rush around to the other side of the house, those who were on that side running at the same time to the other. The player with the ball tags as many as possible and all whom he touches have to join his group. The fun of the game lies in the fact that neither side ever knows in which direction the other is coming, and that none on the opposing force knows which player has the ball.

### HERE I BAKE, HERE I BREW

*(Active, Outdoor)*

THE players clasp hands firmly and form a circle around one of their number who is the captive pining for freedom. He touches one pair of hands and says, "Here I bake," walks over and touches another, and says, "Here I brew," and then rushes toward the



place which seems most likely to give way and cries, "Here I mean to break through," and tries to force his way out.

## HIDE AND SEEK

*(Active, Outdoor)*

THE player who is to be It is chosen by one of the counting-out rhymes and stationed on the home base. He hides his head and counts, "Ten, ten, double ten, forty-five, fifteen" ten times and then calls, "All hid?" If he receives no answer he takes it for granted that they are and begins the search. When he catches sight of a player he calls, "I spy ——" and there is a mad scramble to see which one can reach the base first. Each player tries to run home while the one who is It is off looking for someone else. The first player caught becomes It for the next game.

## HOP OVER

*(Active, Indoors)*

THOSE taking part in the game stand in a circle about two feet apart except for the leader who is stationed in the centre holding a stout cord at the other end of which is tied a small book securely wrapped in heavy paper. He begins whirling the book around on the floor and as it comes nearer and nearer the other players they must jump over it.



## HOT AND COLD

*(Active, Indoor)*

A SMALL object is concealed in a room while the player who is to hunt it is absent. When he returns to begin the search the other players guide him by saying, "Hot" when he is near the object and "Cold" when he is far away. A prettier way is to have someone playing on the piano, soft music when he is far away, louder when he draws nearer, and ending in a tremendous crash when he reaches the right spot.

## HOT COCKLES

*(Active, Indoor)*

THIS was a favorite game in the old, old days at Christmas time. One of the players kneels down, concealing his face in the lap of another and places one hand on his back, palm outward. The others in turn advance and slap the upturned palm. The one kneeling tries to guess from whom he received the blow and when he is successful that person takes his place.

## HUNT THE WHISTLE

*(Active, Indoor or Outdoor)*

SOMEONE who is unfamiliar with the game is placed in the centre of a circle blindfolded. Without his knowing it a whistle is tied to his back



and then he is told to hunt the whistle. The other players slip behind him and blow it until he finally discovers the trick.

## IT

*(Quiet, Indoor)*

ONE child leaves the room while the others agree upon some object which he must guess by asking questions of the assembled group. These questions should be put so that they can be answered by "Yes," "No," or "I don't know." The object may be anything but if the child who was sent out of the room has never played the game before there is great mystification if each member of the group decides that his right-hand neighbor is It.

## JACK FROST

*(Active, Indoor or Outdoor)*

THE children stand in a ring, arm's length apart, with one of their number left outside to represent Jack Frost. He touches one of the children on the right hand and while he dances around the ring this child, shaking his hand, says to the one standing at his left, "Jack Frost came this way."

"What did he do?"

"He nipped my right hand—o-o-h!" And he shakes his hand with greater violence. By this time



Jack Frost has had time to go around the circle and get back in time to nip the right hand of the second player who turns to the third, and shaking his hand announces:

“Jack Frost came this way.” When the player asks what he did, he responds, “He nipped my right hand, o-o-h!” and he too begins shaking his right hand with renewed vigor. This continues until all the right hands have been nipped and then the left hands, then the right feet, then the left feet, and then the heads. No child can stop shaking any one of the nipped members until the game is over.

## JACK IN THE BUSH

*(Quiet, Indoor)*

THIS game is at its best when there are only two players each one provided with a number of small hard berries or beans. The first player selects however many he pleases and holding out the closed hand which contains them, says:

“Jack in the bush.”

“I’ll cut him down.”

“How many licks?”

And the other player has to guess the number of berries in the hand. If he guesses correctly he gets them but if he guesses wrongly he has to give the other as many berries as it takes to make the number that he guessed. Of course



the one who first loses all his berries loses the game.

## JACOB AND RACHAEL

*(Active, Outdoor)*

THIS is a good game when there are enough children to form a large circle. All of the players clasp hands except a boy (Jacob) and a girl (Rachael), who are placed in the centre of the ring. One of these who is blindfolded must catch the other. Neither can go outside the circle. In order to guide him in his task, Jacob, if he happens to be the blindfolded one, calls:

“Where are you, Rachael?”

And Rachael must answer, “Here I am, Jacob,” every time he calls as she dodges about the circle until she is finally caught. Then she is blindfolded, calls for another Jacob and the game proceeds as before except that the question now is, “Where are you, Jacob?” and the answer, “Here I am, Rachael.”

## JAPANESE CRAB RACE

*(Active, Outdoor or Indoor)*

THIS is also called a Lobster race. It should be run either on a grassy plot or in a gymnasium or large room. Two lines are marked out some distance apart, one to serve as a starting point, the other as a goal. The runners place themselves on “all fours” on the first line with their backs toward



the goal. At a signal from the leader they begin racing backward in their crouching position. There is as much fun for the watchers as for the runners, for, completely bewildered as to the points of the compass, the little "crabs" go backing off in nearly every direction except the right one.

### A JINGLING MATCH

*(Active, Outdoor)*

THE following game is described in "Tom Brown's School Days" and while it was originally intended for big boys and young men it may be played by children if they are all of about the same size. It is not a good game for both big and little people at the same time.

A large roped ring is made, into which are introduced a dozen or so of big boys and young men who mean to play; these are carefully blinded and turned loose into the ring, and then a man is introduced not blindfolded, with a bell hung around his neck and his two hands tied behind him. Of course every time he moves the bell must ring, as he has no hands to hold it, and so the dozen blindfolded men have to catch him. This they cannot always manage if he is a lively fellow, but half of them always rush into the arms of the other half, or drive their heads together, or tumble over, and then the crowd laughs vehemently.

### LAME FOX

*(Active, Outdoor)*

AT ONE end of the playground a den is marked off for the fox, at the other a yard for the chickens. The chickens advance toward the den of



the fox, taunting him all the while with his lameness and boasting that he will not be able to catch them. The fox waits until they are very close to him and then, after taking three steps beyond his den, hops on one foot as he tries to tag the chickens. The fun of the game depends upon the risks the chickens take by coming as close to him as they dare. Any chicken that is tagged becomes a lame fox and joins in the pursuit of the others until all are caught. If after the first three steps any fox puts down both feet at a time (he may change from one foot to the other, however) the chickens may drive him back to this den whence he has to begin again.

## LEAPFROG

*(Active, Outdoor)*

**T**HIS is a favorite game with boys. One player places his hands just above his knees thus "making a back" over which the others vault in turn. Each player as he leaps over makes a back and each succeeding player has to take all of the backs.

The regular leaping may be varied by the Torchlight, in which each vaulter uses only one hand to help him over while he waves his cap in the other; Hats Off, in which each player leaves his cap on the back (only one player is in the stooping position for this), each succeeding player having to clear the entire pile; Hats Up, in which each player removes his cap from the back without disturbing the others.



A long back is made in this way. One player stands so that the leader of the line can brace his head against him as he bends over. The next player clasps his hands around the waist of the player in front of him and turns his head to one side, the next player following suit until the desired length is obtained. "Bung the Bucket" is one of the most popular games for the long back. For this the players are divided into two equal groups, the bungs and the buckets. Half of these make a long back. These are the buckets. One of the bungs leaps up on the back, straddling it as far up as possible, and the others vault into position behind him until all are seated. If all the of bungs find a place without a break occurring in the buckets the game counts for the buckets. Otherwise it goes to the bungs. A certain score should be agreed upon before the game begins and a specified number of points counted off for each bung who fails to get a seat. No player can move after he is once seated on the back.

## LOST CAP

*(Active, Outdoor)*

ALL of the players except one stand in a circle, each armed with a stick something less than a yard long. The odd player stands in the centre with an old cap in his hand which he tosses toward the others. They catch it on their sticks and keep it



out of the reach of its owner. When he succeeds in getting it he takes the place of the player from whom he took it, that player becoming the centre man. The sticks must be held upright and if the cap is dropped to the ground it must be picked up by hand.

## MASTER OF THE RING

*(Active, Outdoor)*

THE players stand with their arms folded across their chests or behind their backs inside a circle which has been marked on the ground. Upon a signal each player begins trying to push his neighbor out of the circle with his shoulders. A player who steps across the line, or who falls or unclasps his arms drops out of the game. The last one left in the circle is the Master of the Ring.

## THE MISSING RING

*(Quiet, Indoor)*

THE ring is slipped on to a piece of stout twine which is held in the hands of the players who are standing in a circle around one member of the group. The person in the centre must try to detect and seize the hand which holds the ring and the players make every sort of feint of passing it to mislead him. The ring must constantly be passing from hand to hand and when the centre player is successful



in locating it the person in whose hands it was found must take his place.

## MUSICAL CONTEST

*(Quiet, Indoor)*

SOME ONE sits at the piano and plays over snatches of tunes that are familiar to the children who are gathered around. Each child is furnished with a pencil and a sheet of paper on which he writes down the airs as they are played, the one guessing successfully the greatest number receiving a small prize. This is an excellent amusement for an indoor party. The tunes may be popular melodies or they may be the songs of long, long ago, or a mixture of both.

## MUSICAL NEIGHBORS

*(Active, Indoor)*

HALF the company is blindfolded and seated in a circle with an empty chair at the right of each player. The rest of the group stand perfectly silent in the centre of the room until some one at the piano begins to play a familiar air. Then they creep softly into the vacant chairs and begin to sing in disguised voices. The blindfolded members listen intently to discover who their musical neighbors are. The music stops abruptly and at the leader's command the blind folk begin to guess the names of their right-



hand neighbors. Those who are successful transfer their bandages to the neighbors in question and the game begins again.

### NOAH'S ARK

*(Quiet, Indoor)*

A FULL length mirror is concealed behind a curtain in another room. The players are taken into the Ark one at a time. "Noah" asks each one what kind of animal he would like to see, and, upon receiving the answer, draws aside the curtain and shows the player his own image. The children usually ask to see monkeys, kangaroos, giraffes, etc.

### PANJANDRUM

*(Active, Outdoor)*

A place is marked out on the playground to serve as the home of the great Panjandrum and two players are chosen to act as his body guard, the others being scattered about over the playground. The Panjandrum sallies forth with the two children who constitute the body guard walking just in front of him with their hands clasped so as to protect him against the other players, who try to tag him without being tagged by the guard. The Panjandrum may move around his guards as much as he likes but when he is tagged by a player he and his guards return home and the Panjandrum and the player who



tagged him exchange places and the game proceeds as before.

## THE PARISH PRIEST

*(Active, Indoor)*

**T**HIS game is also known as the Prince of Paris. There is great fun in it after the children have once got started to playing. A leader is chosen and all the other players are given the names of animals and seated in a long line. The leader (it is a good plan for him to have the names of the animals written down for ready reference) stands in front and says:

"The Parish Priest has lost his hat and the dog has it."

The animal by that name cries indignantly:

"I, sir?"

"Yes, you, sir."

"Not I, sir."

"Who then, sir?"

"The cat, sir."

The cat takes it up at once.

"I, sir?"

"Yes, you, sir."

"Not I, sir."

"Who then, sir?"

"The elephant, sir."

The elephant responds immediately:

"I, sir," and passes it on to another player in the same way.

There is no regular sequence in the order in which the names of the animals are called and a player at



the head of the line may accuse one near the end of it with having the missing hat. If a player makes the slightest mistake such as putting in "Sir" where it does not belong or leaving it out, or if he hesitates for even the fraction of a second he has to go to the foot of the line. This means that there is constant shuffling of the players, for every time one has to go to the foot the others must move up to make room. When any one of the players makes a mistake he begins again with, "The Parish Priest has lost his hat and the —— has it." The game is hard to beat when it is in the hands of a skilful leader.

### PASSING THE CLUB

*(Active, Indoor)*

THIS is a game for boys. Two lines are formed and the leaders begin simultaneously to pass the club to the next player. This may be done in various ways—through the legs with the right hand, through the legs with the left hand, over the right shoulder, over the left shoulder, etc. The player at the foot of the line runs to the head as soon as he receives the club and starts it down again.

### PI

*(Quiet, Indoor)*

THE letters of a sentence or word are interchanged and transposed so as to destroy the original meaning. The object of the game is to straighten



these out. "Slal ellw atth sned llew" is not at first glance recognized as "All's well that ends well" nor Nnllcoi as Lincoln. The names of famous women, of flowers, birds, trees, and many other things may be used. Two suggestive groups are given below.

### FAMOUS AMERICAN MEN

cillonn	Lincoln
ghanowtish	Washington
eel	Lee
reefjofns	Jefferson
bestwer	Webster
loonegfwll	Longfellow
riitthew	Whittier
rainel	Lanier
kinlarnf	Franklin
ginriv	Irving
leerovost	Roosevelt
lwisno	Wilson

### ANIMAL CONTORTIONS

gip	pig
atc	cat
tar	rat
rabe	bear
woc	cow
gdo	dog
soreh	horse
inlo	lion
kanse	snake
mabl	lamb
traibb	rabbit
fowl	wolf

## POISON CIRCLE

*(Active, Outdoor)*

THE poison circle is marked out on the ground within the circle formed by the players clasping hands. Each player tries to pull the others into the poison circle and to stay out himself. When a player touches the poison area the others unclasp hands and run to touch wood or iron, if that is more convenient, for safety and a regular game of tag follows until one of the players is tagged. Then they all



form a ring around the poison circle and the game begins again.

## POM POM PULLAWAY

*(Active, Outdoor)*

**T**WO bases are marked off about forty feet apart. All of the players except the one who is It stand on one of the bases while the odd player stands about half way between the two lines. He calls to any player that he chooses:

“—— Pom Pom Pullaway  
Come away or I'll fetch you away.”

The player called must run across the open space that lies between him and the other line. If he reaches his goal without being tagged he stays there until all of the children have joined him or have been caught trying to do so. As soon as a player is caught he helps in catching the others, and when all are caught the first one becomes It for the next game. When all of the players have made the attempt to get to the other line those who are still uncaught reverse the order and try to get back to their first goal.

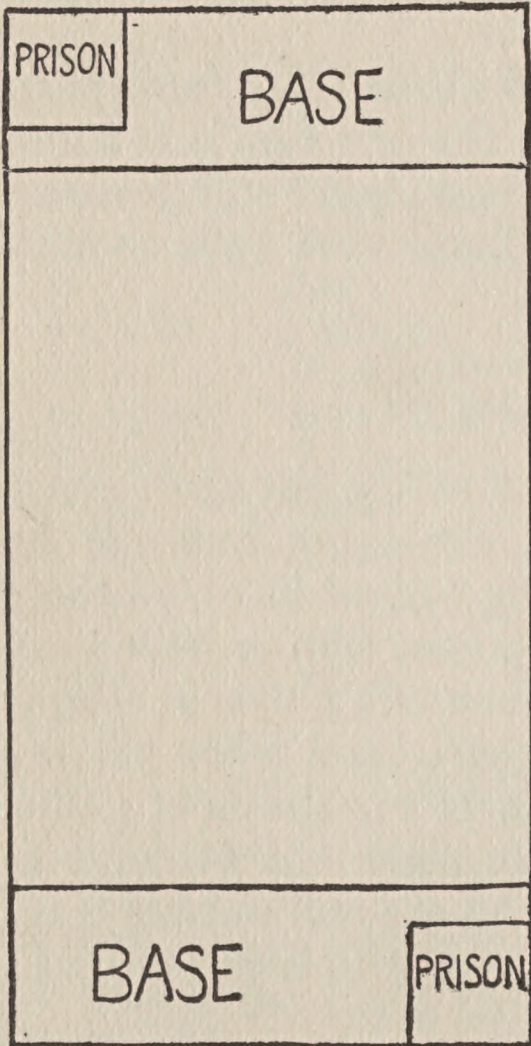
## POOR PUSSY

*(Quiet, Indoor)*

**T**HE player who is Poor Pussy kneels in front of another and says dolefully, “Me-e-o-o-w.” That player as she strokes pussy's head must say,



"Poor Pussy" in most commiserating tones. This is repeated three times; if either smiles during the process he or she has to pay a forfeit.



PRISONER'S BASE

## PRISONER'S BASE

*(Active, Outdoor)*

THE players are divided into two equal companies under the leadership of captains. Two bases are marked out some distance from each other and back of each a small inclosure called the "prison."

The game begins when one player sallies forth and goes as near as he dares to the lines of the enemy. A member of the opposing party starts in pursuit and then another player from the same side as the first player rushes out to try to catch the second venturer. A

player can only capture some one who left home before he did and can only be captured by some one who left after he did. When a player is captured he



is carried to prison and his jailor is immune from capture until after he has been home and has started out again. It is a thrilling moment in the game when a member of his own group runs the gauntlet to release the prisoner. Once he is touched both may walk safely back to their own lines. The game continues until all of one side or the other are in prison.

### PUSS IN THE CORNER

*(Active, Outdoor)*

**E**ACH player except the one who is to be Puss is stationed on a corner. The corners may be trees, rocks, or almost anything else but there must be one less than there are players. Puss goes from one to another saying, "Puss wants a corner." Each player answers, "Go to the next-door neighbor" and as soon as Puss's back is turned exchanges places with some other player, Puss meanwhile trying to get one of the corners left vacant. The game is very lively when the players are willing to take chances on getting caught.

### SAIL A BOAT

*(Active, Outdoor)*

**T**WO children stand with their hands clasped and their feet braced together and whirl rapidly around for several minutes. Their gait when the



"sailboat" comes to a stop suggests that of actual sailors at sea during very rough weather.

### SIMON SAYS

*(Quiet, Indoor)*

THE players are seated around a table each one with his fists, with the thumbs up, resting near the edge of the board. The leader begins the game by saying, "Simon says, 'Thumbs down'." Whereupon each player must turn his hands so that the tips of his thumbs touch the table. "Simon says 'Thumbs up'" means to reverse the order; "Simon says 'Wig wag'" to move the thumbs back and forth. No player should move his hands unless Simon says for him to do so and the leader will try to catch the other players off guard by saying simply, "Thumbs up," "Thumbs down," or, "Wig wag." Any one who moves without the authority of Simon pays a forfeit.

### SHAKERS

*(Active, Outdoor)*

THIS is an excellent game for a large party but it may be played by a small group with great enjoyment. The whole company joins hands and forms a ring, then lets the hands fall at the sides and begins singing with appropriate gestures:

"I put my right hand in," (*toward the centre of the circle*).



"I put my right hand out," (*body turned half around, hand thrust out.*)

"I give my right hand a shake, shake, shake," (*shaking the hand violently.*)

"And I turn my body about," (*whirls around and faces centre of circle.*)

The song and action are repeated with, "I put my left hand in, I put my right foot in, I put my left foot in, I put my noodle (head) in, and I put my whole self in."

## SHOUTING PROVERBS

(*Quiet, Indoor*)

**S**HOUTING PROVERBS is quiet only in the sense that the children do not have to move around while playing it. One of the players is sent from the room while the others agree upon a proverb. The leader gives a word of it to each player and then calls in the absent one. Upon his return the leader signals the others to shout in unison the words which have been given them, and he is to guess from this what the proverb is, a task which is not so easy as it sounds. The words may be whispered, sung, shouted, or spoken in an ordinary tone of voice.

## SLING THE MONKEY

(*Active, Outdoor*)

**A** BOY is suspended by a heavy band tied about his waist and is given a piece of white chalk. His companions thrash him with clubs (rags about



three quarters of a yard long with knots in the end) until he succeeds in marking one of them with the chalk. The marked player then takes his place. This game has long been a favorite with sailors.

## SPOONS

*(Quiet, Indoor)*

THE players, except one, are seated in a circle. The odd player is blindfolded and given a pair of tablespoons, if wooden ones are not available. By passing these over the head and face of one of the players seated in the circle he tries to identify him. If he is correct in his guess they exchange places; if not, he passes on to another player.

## SPUD

*(Active, Outdoor)*

THE children (and this is a game for older ones) stand close together in a group, the one in the centre holding a soft ball or bean bag. He drops the ball and calls the name of one of the players. This one dashes up and seizes the ball while the others run off in every direction. As soon as he has secured the ball he tries to hit one of them from where he stands. If he misses he has to get the ball and try again, but



if he succeeds the player whom he struck catches up the ball and tries to hit some one else; this one in turn does the same thing, and the game continues until one of the players has three "spuds" against him. This means that three times he has failed in his attempt to hit one of the others. He is punished by being made to stand about twenty feet away from the rest of the group with his back toward them while they pelt him with balls or bean bags.

### STATUE

*(Active, Indoor)*

ONE player takes each of the others in turn by the hands and swings her (it is a very pretty game for girls) around once and then lets go, the player who was swung having to remain in whatever position she happened to be when she regained her equilibrium. This she must hold until all of the others have been made into statues. The first one to move perceptibly has to swing the children during the next game.

### STILL POND

*(Active, Outdoor)*

THE children gather close around their leader who is blindfolded. While he counts ten rapidly they run as far as they can and then stand still while



he gropes around trying to catch them. Each one is allowed three steps to avoid being caught. Both feet have to be moved for it to count as a step.

## TAG

*(Active, Outdoor)*

THIS is perhaps the oldest and most popular of the games that children play. In its earliest form the player who is called It represented an evil spirit against whose malevolent designs protection could be secured by touching iron. This was called Iron Tag. The commonest form of the game to-day is Wood Tag in which the runners are safe when they are touching wood. In Shadow Tag the player is safe when he is standing on a shadow. In Squat Tag he is safe while he is in that ungraceful position. The number of squats to which a player is entitled is limited. Japanese Tag is much like the other forms of the game except that the player has to keep his hand on the part of his body that was tagged until the game is over. In Cross Tag if a player passes between It and the person whom he is chasing he must abandon the first player and run after the second. Whip Tag is like Drop the Handkerchief except that in place of a handkerchief the player is armed with a rag with a knot tied in one end with which he beats the runner around the circle. In all forms of the game a player who has been tagged



joins in to help tag the others until all have been caught.

## TARGET FLIP

*(Quiet, Indoor)*

ON A flat board or on the top of the kitchen table a target is laid out consisting of five circles, one within the other, the largest about the size of a dinner plate. The smallest is marked 100, the next 50, the next 25, then 10, and last 5. Each player has six ordinary beans which he flips with a snap of his thumb and finger toward the centre of the target. Ten turns for each player constitutes a game. If a bean is on the line it counts for the circle of least value. The largest count of any one player wins the prize. Any number of persons may engage in the game.

## TEN STEPS

*(Active, Outdoor)*

A GOAL is marked some distance away from the spot which is to serve as base. The player who is to be It stands on the base with the others in a row on a line about two feet from him. He turns his back and counts ten while the rest of the players go as far away as they can by taking long steps. When he reaches ten the child who is counting whirls around and calls back to the base any player whom



he sees moving. Then he counts ten again while the players again get as far away as they can. This is repeated until all have reached the goal. As soon as a player has finished he may come back and sit in the shade until the others have reached the goal. If the game is played where there are good places for hiding the players after they have reached the goal may proceed as in Hide and Seek.

### THIMBLE THIMBLE

*(Quiet, Indoor)*

ALL of the players except one are seated with the palms of the hands pressed together. The odd player with a thimble concealed in his hands, which are in a similar position, passes from one to another drawing his hands between theirs. He leaves the thimble with one of them and when he has completed his round he asks each one in turn, "Who has the thimble?" Those who guess incorrectly have to pay forfeits and the holder of the thimble becomes leader for the next game.

### THREE DEEP

*(Active, Indoor or Outdoor)*

ALL of the players except two take partners and stand so that they form two concentric circles. One of the odd players is the hunter, the other the quarry. They stand on opposite sides of the circle,

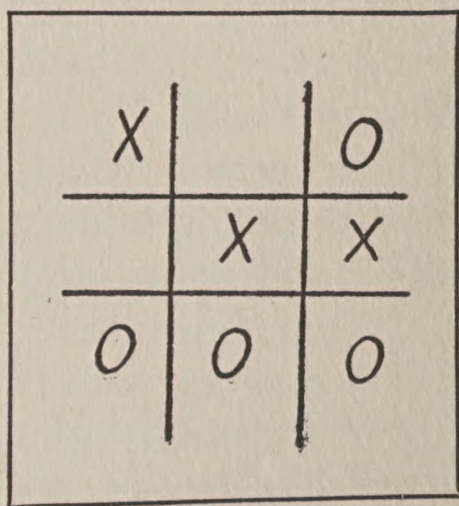


one outside and one inside, and when at a signal the hunter goes in pursuit of the quarry the latter can find refuge only by standing beside one of the couples. This makes the outside player of that group the quarry and he must flee before the hunter. He can dash through the circle but he cannot stop except when he gives up and stops beside one of the couples, thus making the outside number of the little file the object of the chase. When the hunter catches his prey they exchange places. The hunter becoming the quarry, and the quarry becoming the hunter.

## TICK TACK TOO

*(Quiet, Indoor)*

A DIAGRAM is made on a piece of paper, a slate, a black board, or the ground, of two vertical lines crossed by two horizontal lines. One player makes naughts, the other crosses until every space is filled, the object of the game being for one player to get three noughts or three crosses in a row. The row may be vertical, horizontal or diagonal. When he has finished he says, "Tick, tack, too" touching each of his marks in the row and the game is checked up to his credit.



TICK TACK TOO



Many times the game ends in a draw without either player scoring.

### TOM TIDDLER'S GROUND

*(Active, Outdoor)*

A CERTAIN area is marked out as Tom Tiddler's ground upon which no one except Tom can venture under peril of capture. The players dash across the plot and Tom gives chase until he catches one of the more daring of the number and puts him in his place while he joins the rest of the group.

### TRADE PANTOMIMES

*(Active, Outdoor)*

THE players are divided into two equal groups who stand on two bases some distance apart. Sometimes they are called Masters and Men but very often the game is played under the name of Pretty Girls' House and takes the following form: The group which is to have first trial agrees upon some trade or occupation which they can represent in dumb show and approaches the base of the other group.

"Bum, bum, bum."

"Where are you from?"

"Pretty Girls' House."

"What's your trade?"

"Lemonade."

"Give us a sample."

They go through the motions of their trade while



the others try to guess what it is. As soon as they are successful the first group makes a wild dash for home with the others in swift pursuit. Those who are caught have to join the other side which in a few minutes agrees upon a trade, and, alternately acting as Masters and Men, the players continue the game until all on one side have been caught or until a time limit has been reached. Gardening, bricklaying, various operations connected with farming, teaching, public speaking, stenographic work, bicycling, and automobiling can all be represented in pantomime.

### TRAVELER'S A B C

*(Quiet, Indoor)*

THE players sit in a row, and the leader begins by stating that he is going to a place beginning with the letter A and asking the one sitting next to him what he must carry with him. The player answers by suggesting things that begin with the letter A and then turns to his next neighbor, states that he is going to a place beginning with B and asks what he shall carry, and so on through the alphabet. For instance:

I am going to Albany. What shall I carry?

Apples, apricots, and allspice. I am going to Boston. What shall I carry?

Beans, berries, and boots. I am going to Columbus. What shall I carry?



Candy, cake, and cocoanuts. I am going to Denver. What shall I carry?

Ducks, dippers, and Democrats. I am going to Edinburgh. What shall I carry?

Eggs, endive, and eye-glasses. I am going to Fredericksburg. What shall I carry?

Fish, fowls, and fruit. I am going to Greenwich. What shall I carry?

Greengages, geese, and grass. I am going to Halifax. What shall I carry?

Hay, ham, and hair-pins. I am going to Ireland. What shall I carry?

Ice, ink, and Indian corn. I am going to Killarney. What shall I carry?

A kite, a kimono, and a kangaroo. I am going to London—etc., etc., etc.

## TWIRL THE PLATTER

*(Active, Outdoor)*

THE leader stands several feet apart from the other players with a platter in his hands. As he twirls it he calls the name of one of the players who must run forward and catch it before it falls.

## UP JENKS

*(Quiet, Indoor)*

UP JENKS or Up Jenkins is an old favorite. Six or eight or even twelve players, divided into two equal companies, sit around a table. One



side has a silver quarter—a dime or a penny will do—which is held tightly in the hand of one of the players. The hands are held under the table until the captain of the opposing side gives the command “Up Jenkins,” when they are raised high above the heads. When the captain says, “Down Jenkins” they are brought down to the table, palms open and downward, so as to make as much noise as possible and drown the clink of the coin. The captain examines the hands in turn and orders each one off as he decides that it has not the quarter under it. If it is in the hand last ordered off, his side wins, but if he guesses wrongly and one of the hands that he has ordered off has the coin, that side keeps it again and has to its credit all the hands still remaining on the table.

## WEATHER COCK

*(Active, Outdoor)*

ONE player stands in front of the others and calls out the direction in which the wind is blowing and the others turn in that direction. When he says, “The wind blows east,” the players turn toward the east; when he says, “The wind blows west” the players turn to the west; and when he says, “Whirlwind” the players whirl rapidly around three times. The directions should be given very quickly and for older children the game can be made more compli-



cated by using the half-way points, northeast, southwest etc., as well.

## WHO ARE YOU?

*(Quiet, Indoor)*

AS EACH guest arrives he is ushered into the drawing room where he is asked to turn his back while his hostess pins upon it a slip of paper bearing the name of some famous person such as Charlie Chaplin, Buffalo Bill, Mutt, Mother Goose, or Mary Pickford. He must guess from the comments of the others who he is and must wear the slip of paper until he is successful. The hostess may add to the hilarity of the occasion by the names which she chooses for her guests, remembering always that incongruity is more likely to produce a laugh than fitness.

## WINK

*(Active, Indoor)*

THERE must be an odd player for Wink. Chairs are placed in a circle in which one group of the players seat themselves while the other group stands on guard back of them. The odd player has an empty chair into which he must try to entice some one of the seated players by signalling him or her with a wink. The player thus invited tries to slip out of his chair into the empty one without being



tagged by his guard. The guard cannot keep his hand on the player in his chair and he cannot rush around to the side to tag him. If the guard is caught off duty and his partner gets away he must try to get another by winking at some other member of the circle; but if the guard touches him before he rises he has to keep his seat.

## YEMARI

**Y**EMARI is a Japanese word for "hand-ball" but it is not played like the American game of that name. The players stand in a circle and one of them takes the ball, a light rubber ball about two inches in diameter, and begins bouncing it up and down on the ground by striking it with the open palm every time it rebounds. This he continues to do as long as the ball remains where he can reach it without moving from his place in the circle; but as soon as it moves nearer some other player, that player must strike it, and so the game continues. A failure to strike the ball causes the player to lose his place in the circle and the game proceeds until all except one have met this fate.

THE END





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